

THE PROMISE OF PURGATORY



A 2ND EDITION M&M SUPERLINK ADVENTURE

M&M
SUPERLINK

by John Polojac

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THE PROMISE OF PURGATORY

By John Polojac



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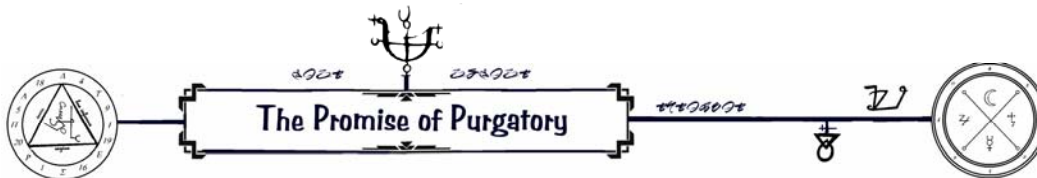
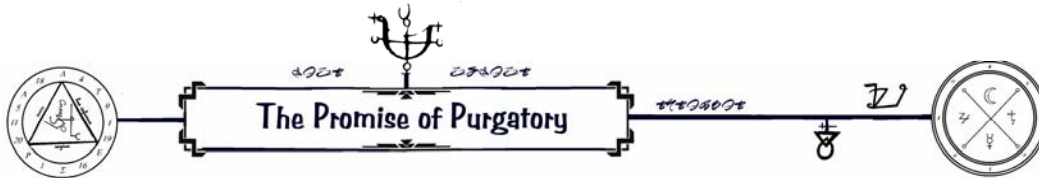


Table of Contents

Introduction	Page 4
What You Will Need to Use This Book	Page 4
The Premise in a Nutshell	Page 4
Fitting This Adventure Into Your Campaign	Page 4
Meanwhile, on the Moon...	Page 5
The Back-Story	Page 5
A Brief Guide to the Motley Crew	Page 5
The Motley Crew in Combat	Page 6
Scene 1: The First Move to the Motley Crew	Page 7
FOLLOW UP I: RECENT LOCAL HISTORY	Page 9
FOLLOW UP II: FURTHER INQUIRIES REVEAL...	Page 10
FOLLOW-UP 2 ½ : THE BIG DOLLHOUSE	Page 10
INTERLUDE I: WHERE ARE THEY NOW?	Page 11
Scene 2: Altercation at the Exchange	Page 12
Map of the Excelsior Exchange Bank	Page 13
Guide to the Excelsior Exchange Bank	Page 14
After the Altercation	Page 17
FOLLOW UP III: BANK IRREGULARITIES	Page 17
What Happened to Mr. and Mrs. Noir?	Page 18
NPCs for Scene 2	Page 19
Scene 3: Riot Time	Page 20
Prison Riot Map	Page 21
NPCs for the Riot	Page 22
FOLLOW-UP IV: PRISON VISIT	Page 26
NPCs for Prison Visit	Page 26
INTERLUDE II: HOSPITAL VISIT	Page 31
NPCs for the Hospital Visit	Page 31
Scene 4: A Date With Deathwatch	Page 34
Gas Station Map	Page 35
Map of the Alley Where Deathwatch Dies	Page 36
NPCs for Scene 4	Page 37
FOLLOW UP V: FAMOUS LAST WORDS	Page 39
Optional: The Hex Men	Page 40
INTERLUDE III: PUTTING IT ALL TOGETHER	Page 41
Scene 5: Assault on PDI	Page 42
Map of First Floor	Page 44
Map of Second Floor	Page 49
Map of Third Floor	Page 51
Map of Fourth Floor	Page 54
Map of Roof	Page 58
Map of Basement	Page 59
NPCs for Scene 5	Page 63
INTERLUDE IV: GETTING TO THE LAIR	Page 66
INTERLUDE 4.5 The Other Way	Page 66
NPCs for Interlude 4.5	Page 67
Scene 6: Into The Beyond	Page 69
Weird Spatial Effects and Abnormal Reality	Page 70
Map of Deck 1	Page 71
Map of Deck 2	Page 82
Map of Deck 3	Page 86
Assault on Paradise	Page 88
Bringing it to a Close	Page 90
Confrontation in the Containment Room	Page 90
Bringing Down Purgatory	Page 94
RESOLUTIONS If the Heroes Win	Page 97
RESOLUTIONS If the Heroes Lose	Page 98
FOLLOWING UP: HELPING THE HELPLESS	Page 99
REPERCUSSIONS (AND LASTING GRUDGES)	Page 100
Appendix A: Meet the Motley Crew	Page 101
Appendix B: Other NPCs	Page 115
Things in the Basement	Page 120
Appendix C: Beefing up the Motley Crew	Page 125
PART II, THE HEAVY HITTERS	Page 132
Open Game License	Page 138



INTRODUCTION

What You Will Need to Use This

Book: “The Promise of Purgatory” is an M&M Superlink adventure module, not a stand-alone game. In order to play this adventure you will need a copy of the M&M core book. You will not need anything else, apart from some players, some dice and a few hours worth of time. While some of the non-player characters in this book first appeared in other products from Plain Brown Wrapper Games (Specifically “The Bad Guys,” and “13 Shades of Darkness”), we have provided you with copies of their stats and backgrounds here, so you won’t have to go buy any of those books to use this one. Nor does this book use any rules, powers, feats or drawbacks found anywhere but in the Core Rules. We’ve tried to make this adventure as easy to fit into your game as possible.

The Premise in a Nutshell:

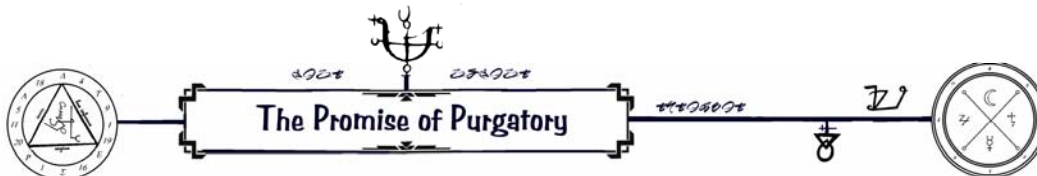
Professor Purgatory, an arch-villain with extraordinary mystic powers and delusions of divinity, is attempting to achieve spiritual perfection—transcendence. Unfortunately, to do this he must abduct ordinary people and transfer his moral flaws to them, causing these poor unfortunates to undergo strange and traumatic physical transformations. It takes a lot of spiritual power to expiate crimes as bad as his, so he has to collect a set of legendary arcane artifacts to fuel the process. Can the PCs stop his mad quest before he ruins any more innocent lives? Can they do anything to help the people he has already maimed and mangled?

PL: Intended for 4-6 heroes of PL 10-11. To use this adventure with a smaller or less-powerful group, eliminate two or more villains from Professor Purgatory’s super-villain gang, the “Motley Crew”. To use with a larger or more powerful group, add villains

to the Motley Crew’s ranks until their total PL is at least equal to the PCs’ (try not to go over). There are numerous published collections of supervillains out there to choose additional opponents from. If possible, try to use villains with mystical origins and at least a few moral scruples—it fits the style of this adventure. We have some more specific suggestions about how to adjust the PL for higher-level PC groups in Appendix C (see page 125).

Fitting This Adventure Into Your

Campaign: There is a lot of back-story to this scenario—an old villain team from a previous decade (the “Hex Men”) a super-prison and NPCs with well-developed personal histories. Yet it really isn’t meant for any particular campaign setting. All the locations are as generic as we can make them and the back-story material is all totally optional. The PCs barely need to hear any of it—it’s just there to add color if you want. This adventure does make one or two basic assumptions about the way superheroes work (that they’ve existed for a while, that the public knows about them, that the government has special prisons to keep supervillains in) but these are all assumptions common to most campaign worlds. We’ve tried to keep the Hex-Men offstage for most of the game, to make them easy to replace with another team from the past if you want to. Professor Purgatory could be using any set of arcane artifacts in his diabolical machine—it doesn’t have to be the specific set we provided you with. Ignore or change as many references to heroes and villains of the past as you like. Freely substitute names and places from your own campaign. It won’t affect the outcome. Sometimes the text makes reference to our other M&M Superlink books “The Bad Guys” and “13 Shades of Darkness” but as mentioned above you don’t actually need copies of either of them to play this scenario. There is no



established “Plain Brown Wrapper Continuity” or anything like that. This adventure is set in your campaign universe, not ours.

Meanwhile, on the Moon...

The early events in this scenario are loosely connected, making them easy to slip into an ongoing campaign. The PCs will learn of a daring raid on a prison transport, have a chance to investigate it, hear about a rash of disappearances, foil a bank robbery a few days later, learn the next day that the robbery was a diversion, then get asked to break up a prison riot a few nights after that. Only as they get deeper into investigating these matters and try to connect them will they get sucked into the adventure full-time. We’ve set it up this way to make the scenario easier to integrate into your campaign. If you like, you can insert the earlier events into end of a previous adventure. Or they can be “background events” in between other scenarios. The PCs could be chasing another supervillain, foiling street crime or fending off some old enemy in between the main events of the scenario. If you do this, we recommend making the other plot threads relatively simple and trivial. Having multiple plot threads running at once makes your campaign world seem more vividly alive. Having too many major ones makes it look cluttered and incoherent.

The Back-Story

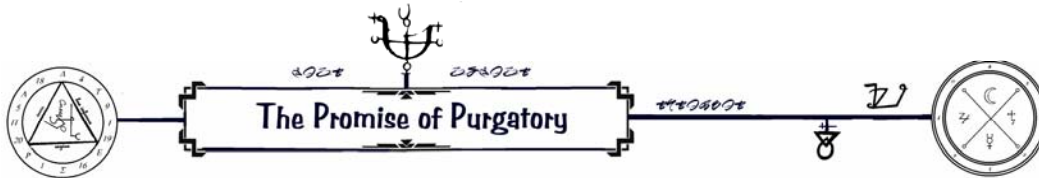
Professor Purgatory—a notorious occult villain long thought dead—has recently obtained an ancient notebook: *“A Treatise on Constructions both Divine and Diabolical”* which has provided him with the final bits of knowledge he needed to create a “Transcendence Chamber”. This legendary arcane device will enable him to finally reach his goal of moral perfection, and elevate himself into Paradise, which he believes is his rightful home. He had been searching for the notebook (believed by some to have written by the legendary Christian mage-king Prester John) for some

time when he discovered it was in the possession of a man called Rayne, a minor sorcerer ignorant of the manuscript’s true value. He offered Mr. Rayne a fair price for the notebook and even agreed to leave him unharmed, despite the man’s multitude of sins. But such men know no reason, and Professor Purgatory was ultimately forced to use more... extreme methods to obtain the manuscript. The blueprints and sketches provided by the treatise confirmed the Professor’s own theories regarding the chamber’s creation, but also noted that the mystic artifacts necessary to fuel such a chamber had been scattered across the globe, lost to the ages. The Professor soon discovered that this was no longer the case; every one of these artifacts had been recovered in the modern era by another practitioner of the sublime arts and then subsequently stolen, looted by petty thieves who thought themselves worthy of the power inherent in the relics. The Professor was determined to retrieve these artifacts from their unworthy possessors. Once he obtained these baubles—and acquired the host of human sinners who would be necessary for the chamber’s function—the Professor would fulfill his destiny and shed the bonds of the mortal world.

Of course, this would be tough for the Professor to accomplish without revealing to the world that he isn’t really dead. To achieve his aims while preserving the illusion of his death, Professor Purgatory recruited a small team of mystic supervillains to carry out his errands for him. In return for their services, he promised each of them their heart’s desire (as well as the chance to enlist in a “righteous cause”). In a whimsical moment, he dubbed this odd assemblage of villains the “Motley Crew”.

A Brief Guide to the Motley Crew

A mismatched group of supernatural villains, the members of the Crew haven’t known one another for long enough to function smoothly as a team yet. Even under Warpath’s gifted leadership, they still have a lot of problems working as a group. The



team roster is listed below, along with some notes on each member's role in the group and personal motivations for joining. More detailed write-ups on each of these characters can be found near the end of this book.

Blitzenhammer (see *The Bad Guys*): Blitzenhammer agreed to serve because Purgatory promised him sanctuary from the other members of the Neo-Nazi group Vernichtung 5. The honorable Blitzenhammer has grown disgusted his role in that group and no longer wishes to live in fear of Vernichtung 5's nuclear-powered enforcer Der Totenkopf. He is confident Purgatory can intimidate Vernichtung 5 into backing off (and annihilating Der Totenkopf if matters come to a showdown).

Blitzenhammer serves the team as both a front-line fighter and long-range combat specialist. In the field he is second-in-command to Warpath; he respects the Native American's leadership abilities, despite the open contempt Warpath has displayed for him (Warpath wrongly believes Blitzenhammer shares his former allies' Neo-Nazi creed).

Captain Kill-You (*Thirteen Shades of Darkness*): The Professor promised to restore Captain Kill-You to human form, or failing that, to transport him to a place beyond the reach of the Saturday Man (the evil demigod that granted the Captain's powers). Even the slightly dim Captain recognizes that Professor Purgatory is not the equal of The Saturday Man, but the Professor has much more of a presence in the world than the God of Murder, who is limited in his power to manifest on Earth. Besides, if what the Professor says is true, Professor Purgatory soon will have all the might he needs to fulfill even the most outlandish promises. The Captain is the team's powerhouse, their heavy muscle. He fears Professor Purgatory, respects Blitzenhammer, and admires Warpath, seeing the team's field commander as a sort of "big brother." Warpath sees the Captain as bungling and impulsive but also as the

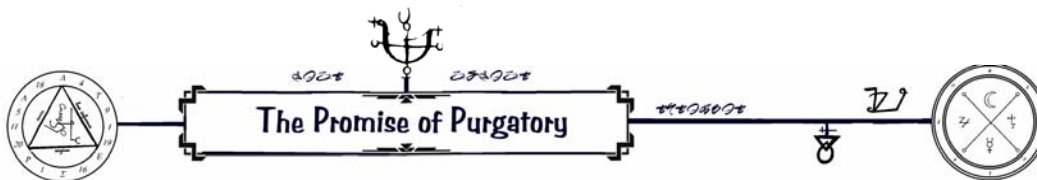
least offensive of his new teammates--he's bright enough to converse with and can at least be counted on to follow orders to the best of his abilities.

Vampire Girl (*The Bad Guys*): Vampire Girl claims to be with the team because the Professor offered her the truth behind her origins, and has promised she will attain greater maturity and self-awareness upon learning who she really is. However, it is more likely that she joined out of boredom and for a chance to get some perverse thrills. Vampire Girl is curious about Professor Purgatory's claims to divinity—she has never had much belief in anything, but maybe the Professor will prove her wrong. Vampire Girl's serves as the Motley Crew's scout and spy. As most of her powers are only useable at night the team is forced to plan around this on combat missions. She has little regard for her teammates, and routinely indulges herself in various immature little acts of rebellion, but has enough healthy fear of Professor Purgatory's power to nominally defer to Warpath, the group's designated leader, during combat missions.

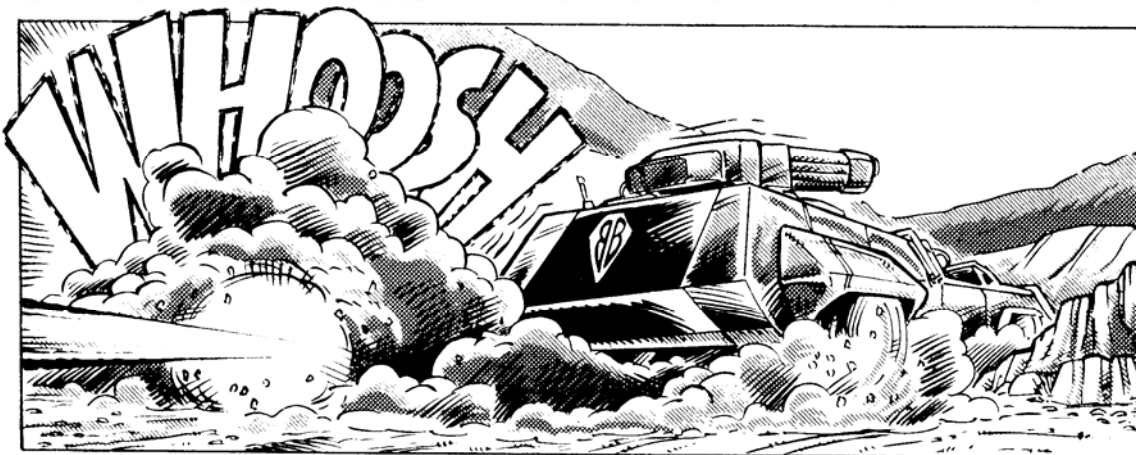
Warpath: See the description of Warpath's origin and history provided on Page 105 to learn about the Native American warrior's reason for being on the team.

The Motley Crew in Combat: The team has not been together long, and has little in the way of combat maneuvers or team tactics, though Warpath is a skilled enough field commander that he can usually get the others to coordinate their powers fairly effectively—assuming he hasn't succumbed to a bout of depression-fueled alcoholism.

The team's dynamics are not good; Blitzenhammer plays his role well, but Captain Kill-You is distracted easily and tends to wander when not given sufficient direction. Vampire Girl often has to be threatened into working with the others, and still tends to go off on her own in combat.



SCENE I: THE FIRST MOVE TO THE MOTLEY CREW



The activities of the Motley Crew come to the heroes' attention with their very first mission. One or more of the heroes is watching the local evening news (at home, at HQ, in a bar, or so on) when the following broadcast is aired:

"...and the Vice-President says he stands by his remarks. Over to you, Shelly." The camera cuts to Shelly Dawson, an attractive young female reporter. The caption that appears behind her reads "Paranormal Attack Against FBI." *"Thanks Nick. Now, our top story: an incident that authorities are calling a terrorist-style paranormal assault on the FBI. It occurred while FBI agents were transporting a dangerous super-villain to prison. The following footage was released by federal authorities early this morning. It was captured by video cameras mounted on a FBI helicopter accompanying the transport vehicle."* A scene comes up on the TV depicting an armored tank-like vehicle with FBI markings rolling down an empty highway in the desert. The scrolling banner at the bottom of the screen reads "FBI Vehicle on route to Federal Ultra-Maximum Security Prison". For the first few seconds of the footage, everything appears to be proceeding peacefully. Ms. Dawson continues *"The FBI Armored Prison*

Transport (APT) vehicle was carrying the notorious villain Hex-Light to the Paranormal Penitentiary in Nevada. As some of you may remember, Hex-Light was the leader of the now disbanded super-villain team the Hex-Men. The Hex-Men were allegedly responsible for the robbery of our own city museum seven years ago, which resulted in the death of a museum security guard. Hex-Light was later apprehended and convicted of third-degree murder in the deaths of two government-sanctioned super-heroes, G.I. Atomic and the Human Missile."

As the footage continues, the sky overhead seems to suddenly change from dusk to night, as a cloud of darkness roils out of the desert, engulfing the area. Then the vehicle is struck by what appears to be some sort of energy bolt, sending it swerving off the highway. When it comes to a stop it is clear the blast has disabled the vehicle's treads, rendering the APT immobile. Four figures can then be seen running towards the vehicle. The figures are difficult to make out in the dim light but a few details can be discerned. What appears to be a man in armor runs up to the side of the vehicle and strikes it with a massive club or hammer, actually knocking the APT onto its side. The largest of the four—a tall, bulky

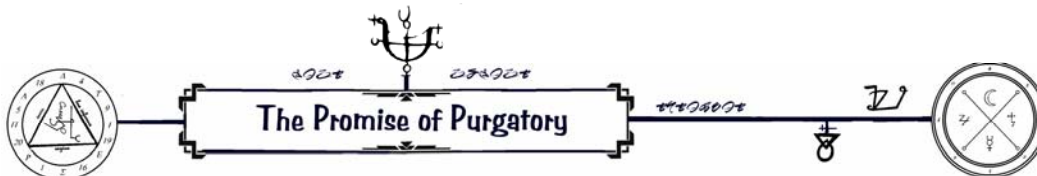


figure in a floppy hat and trench coat—climbers up the side of the transport, crumples the gun turret, and wrenches the armored hatch open.

“As viewers can see, the attackers clearly had superhuman powers. It was at this point the FBI agents in the helicopter attempted to intervene”. Unintelligible noises are heard, apparently coming from the helicopter’s pilot. A third figure steps into view, a slim young woman—possibly a teenager—wearing sunglasses and a black cloak. She drops to her knees and raises her hands in the air, apparently meaning to surrender, but then she stands up and makes an obscene gesture towards the copter crew. What looks like gunfire erupts around the downed APT, apparently machine-gun shots from the copter. The two figures tearing up the APT ignore the shots, the bullets bouncing harmlessly off of them, while the bullets seem to *pass straight through* the young woman. The girl then simply vanishes from sight. She just winks out like a candle flame. One instant she’s there, the next she’s gone.

“It was at this point that the pilot apparently lost control of the helicopter.” Muffled shouts are heard coming from inside the copter. The footage is suddenly blurry and out of focus, as the copter goes into a violent descent.

When the picture is once again in focus the perspective is much different; the helicopter has obviously crashed, and the vantage of the camera is now almost level with the ground. Two sets of feet came into view—a pair of massive black boots and two pointy red shoes. What looks like a hand reaches over the camera lens and two faces can then be seen in extreme close up—what appears to be a blue-skinned man with jagged teeth and the pale young woman seen earlier in the tape. Both lean over into the camera lens, grimacing and smiling, making mocking faces directly at the camera. Yelling is audible in the background; the faces move out of view, and the camera shot returns to ground level. Then another pair of boots comes into view. The video then goes black.

GM’s Note: What Really Happened

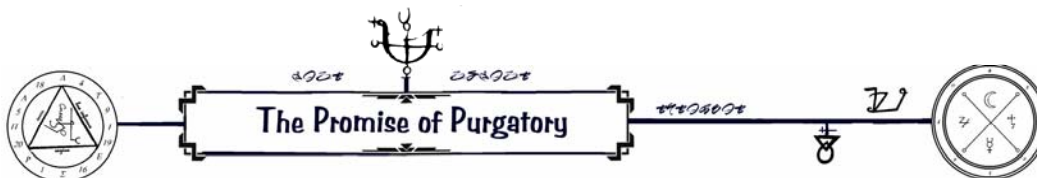
Warpath ordered Captain Kill-You to drag the FBI agents out of the copter and then destroy the camera. The Captain knows nothing about electronics—he just yanked the camera from the mount, thinking that would be enough, unaware that it kept taping him

Ms. Dawson continues: *“The FBI agents in the helicopter were apparently pulled from the wreckage by the assailants. They are said to be in critical but stable condition. The agents in the transport vehicle were only slightly injured in the assault, though rendered unconscious. Hex-Light apparently remains in custody, hospitalized, though there is no further word on his condition. The face of the man seen on the video tape has been tentatively identified as Captain Kill-You, a convicted criminal currently wanted for multiple charges of assault, theft, and property destruction. The FBI has yet to issue a statement on any possible motive for the attack or the identities of the other perpetrators. Back to you Nick.”*

“Thanks, Shelly. When we return—the search continues for model/actress Angelica De Lynn. Ms. De Lynn, along with her makeup-artist Roberta Seat, disappeared after a runway show held in the city convention center two weeks ago. Ms. De Lynn, is as well known for her three marriages as for...”

Astute PCs may notice that the report didn’t say anything at all about what became of Hex-Light, or for that matter whether the people who destroyed the APT and downed the helicopter rescued him or attacked him. Did he escape? Did he get wounded or killed? Why won’t the newscasters tell us?

These are questions that the PCs are going to have to find the answers to themselves (see the section “Further Inquiries Reveal” on Page 10)



GM's Note: Cosmic Awareness and Other Dirty Tricks

This adventure is, at least in part, a mystery, and nothing messes up a mystery like PCs with the ability to instantly figure out what is going on. If you have PCs with powers like precognition and postcognition, they're going to want to use their powers to find out who attacked the APT, what they wanted with Hex-Light, and where they are now.

We've given you a good way to avoid this. The Motley Crew and the artifact they took from Hex-Light (the lens known as the "Gateway of the Soul" see below for more information) are all aboard Professor Purgatory's transdimensional ship the "Paradise Delayed", in the remote dimension known as "The White." None of the PCs have ever been to the White and it's highly unlikely that any of their powers can reach it.

Even PCs with the ability to detect things anywhere on Earth, or for that matter anywhere in the Universe, won't find them. They aren't anywhere in the Universe.

PCs with Postcognition who can somehow get access to the wreckage of the APT or the helicopter can see exactly what happened—the Motley Crew attacked the transport, knocked out the helicopter, tore the lens away from Hex-Light and left him there unconscious, but that's all it reveal. Not why they did this or where they went.

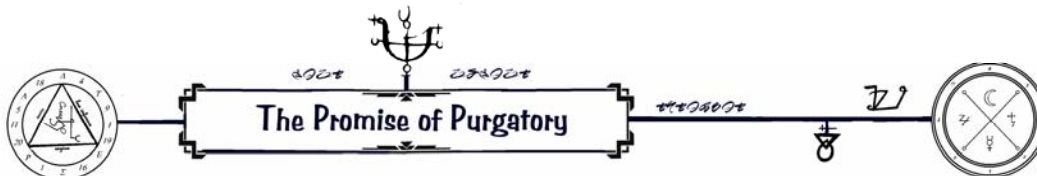
FOLLOW UP I: RECENT LOCAL HISTORY

If the heroes are curious about the museum robbery which the Hex-Men carried out seven years ago, more information is easily available to them. If one of the heroes is a long-time resident of the area, a successful DC 12 Knowledge (history or streetwise) check will allow them to recall the facts of the case; otherwise a DC 10 Investigate (library research or a series of internet searches, requiring anywhere from a few minutes to a couple of hours) check will reveal the following:

Hex-Light was indeed the leader of the Hex-Men, a once infamous group of mystic villains that operated mostly in Europe and South America. There were six Hex-Men: Hex-Light, The Panic, Lady of Fate, Turn-Key, Under-Man, Deathwatch and Mystery Mistress. Their roster changed over the years, but it always included Hex-Light, Deathwatch, and Lady of Fate. All of the Hex Men are dead or in prison now, except for Deathwatch, who is still on the run, and Mystery Mistress, who simply disappeared.

The Hex-Men were the prime suspects in the robbery of the city museum seven years ago. Little was stolen except a small cache of items that were rumored to have supernatural properties. Most of these items had been donated by Cyrus Noir, a wealthy widower widely suspected to be the retired crime-fighter known as the Arcane Avenger. Mr. Noir vanished under suspicious circumstances six months prior to the museum theft, though there no evidence of foul play was ever found. The Hex-Men later used the stolen items in the commission of various crimes, after discovering a means of tapping the objects' dormant occult energies. The stolen artifacts included Hex-Light's aforementioned lens, an armored breastplate, a six-fingered metallic gauntlet, and an oddly shaped prism.

Hex-Light was only recently captured. The Panic and Lady of Fate have been in custody for nearly three years, Lady of Fate is in an upstate prison and The Panic confined to a mental institution. Turn-Key and Under-Man were confirmed slain in separate super-powered conflicts and the enigmatic Mystery Mistress has not been seen in five years. The Lady of Fate is still in possession of the gauntlet she stole from the museum, as authorities determined they could not safely remove it from her. The last active member of the group is the brutal Deathwatch. He was involved in a skirmish against a police S.W.A.T. team in Detroit less than a year ago and is still believed to be in the United States. Always the most violent member of the Hex-Men,



Deathwatch uses the breastplate known as the “Seal of Despair” to literally steal away the lives of others.

FOLLOW UP II: FURTHER INQUIRIES REVEAL...

If the heroes have government contacts—or are at least on good terms with the authorities—a little research coupled with a successful DC 15 Gather Information check will reveal the following information (assuming the PCs ask the right questions):

Hex-Light was left comatose after the attack on the prison transport; he is presently in a prison hospital. His life-signs remain low and his skin is the color of ash. The weird crystal lens that had been grafted to his chest—stolen from the city museum seven years ago—was torn from his body. The lens (known as the “Gateway of the Soul”) allowed Hex-Light to cast searing bolts of white light, among other mystical effects. The Bureau's paranormal experts had cautioned against removing the lens, as they could not be sure of the consequences. This seems to have been justified, as Hex-Light's physical well-being was severely compromised.

The large blue-skinned man has been positively identified as Captain Kill-You, AKA Captain Skumbag. Captain Kill-You is a thug, a small-time super-criminal who usually hires out as muscle to the syndicates or more sophisticated villains. Immensely strong and nearly invulnerable, he is wanted on several state and federal warrants. The armored figure has been identified as Blitzenhammer, a German super-criminal whose activities date back to WW II. He has recently been active with a Neo-Nazi team in Europe, Vermichtung 5, a group responsible for robberies, property destruction, and racial violence. He had no known connection with Captain Kill-You prior to this incident. His powers seem to come from his armor, shield, and hammer, which are all believed to be have supernatural properties. The other two figures remain unidentified. Examination of the video has shown that the woman seemed to “phase”

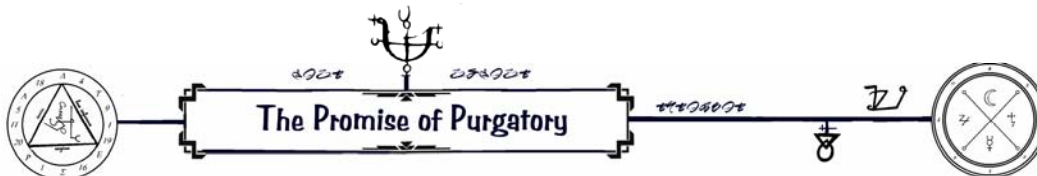
through the hail of bullets, and her voice apparently can be heard at one point inside the helicopter, indicating teleportation. There are several young female super-criminals that could fit the profile [*GM's Note: Feel free to present the names of any other female villains from your campaign whose powers resemble Vampire Girl*]. The Bureau is still investigating the matter.

The search-and-sweep team the FBI sent into the area detected background radiation readings consistent with the opening of a dimensional gate. Careful computer-enhanced examinations of the video also indicates that a fifth figure was briefly present, his or her image captured at the very edges of the camera's field of vision. The figure's silhouette indicates the individual was likely male, probably outfitted in bulky armor, and wore a cape. Again, this fits the description of over two dozen known villains.

If the heroes do not have legitimate means of obtaining the above information, they may resort to less legal methods. A DC 25 computer check will allow them to hack the relevant FBI files to obtain the above information—but a failed attempt may bring unwanted attention.

FOLLOW-UP 2 ½: THE BIG DOLLHOUSE

It's possible that some PCs will want to interview Lady of Fate in prison. She's the only remaining member of the Hex-Men who isn't insane, comatose or on the run. If the PCs try this, and have either good government connections or a convincing cover story, the warden of the prison where she is being held agrees to let the PCs come talk with her. However, just before they arrive, the Motley Crew attacks the prison and a riot breaks out. Go straight to **Scene III: Riot Time** (Page 20). Playing it out of sequence won't affect the rest of the adventure



INTERLUDE I: WHERE ARE THEY NOW?

The next morning, the heroes come across a front-page story in the city's most prominent newspaper, concerning a rash of disappearances that has taken place all over the state. The story explains that while most residents probably already know about the disappearance of model Angelica De Lynn and her assistant, there have been a number of similar cases in the last month, at least seven of which shared the same M.O. The victims all vanished while alone (Ms. De Lynn was the one exception) and indoors, under circumstances that would have made an ordinary abduction impossible. The rooms the victims disappeared from only had one exit/entrance, and there were other people outside. It seems impossible for the kidnappers to have entered or exited without being seen. Yet no one unusual was observed going into or coming out of the rooms where the missing individuals were last seen. In three cases, witnesses reported seeing a flash of white light before the disappearances. Police detectives suspect the victims were teleported away. There was no sign of struggle at any of the scenes.

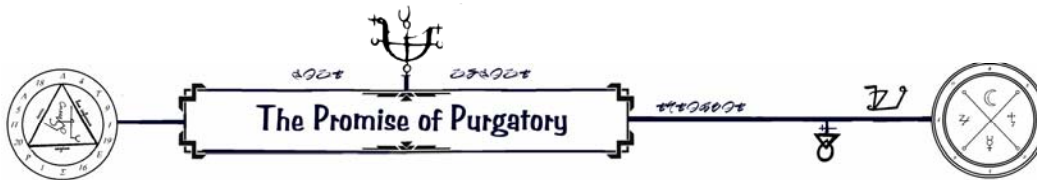
The missing persons include an up-and-coming local rapper, a university professor, the owner of a used car lot, an exotic dancer, a retired socialite, a suburban housewife, and even Sicko the Clown, a minor-league costumed criminal who vanished right out of police custody. There are no known connections between the victims whatsoever.

The most recent case involves James Sawyer, a prominent defense attorney who was last seen entering the men's room during a short recess in his current trial (defending a libertine CEO accused of financial improprieties). Mr. Sawyer is known for having secured the acquittals of several notorious clients, and for using tactics that many in the justice system find questionable.

If the PCs investigate, their efforts will turn up little; no one present at the

scene of the disappearances can offer any other details, and neither force nor persuasion brings forth any leads from the city's criminal element. The only new info any underworld contacts offer up is that super-villain activity has been decidedly down in the past month, as if word has gotten out among the "heavy-hitters" that this city is temporarily off-limits.

[GM's Note: *The GM may wish to include one of the PCs' friends or family members among the missing, to give the heroes a personal stake in the adventure. A suitable NPC should be publicly known and have a personality trait Professor Purgatory could find morally objectionable.*]



SCENE 2: ALTERCATION AT THE EXCHANGE

A few days after the story about the missing persons appears, the heroes switch on the TV to witness the following live news report: *"Anna Mitchell here with breaking news. The Excelsior Exchange Bank is under siege by a swarm of strange-looking humanoids. The creatures are reported to be riding on what witnesses describe as flying discs and carrying energy weapons of some sort. Police have surrounded the bank but so far have made no attempt to enter. There are reportedly over forty people in the bank, including customers and staff. No word on the number of attackers or whether they have made any demands."*

The PCs should recognize the Excelsior (or whatever institution the GM wishes to substitute) as being one of the oldest, most prestigious in the city, with a reputation for providing upscale clients with privacy and security.

The beings rampaging through the bank are Borderers; extra-dimensional aliens that have agreed to perform certain services for Professor Purgatory (see their description and stats in Appendix B, on Page 115). Assume three PL 6 Borderers are present for every player character, as well as one PL 8 Borderer who serves as the group's leader. A number of Borderers are outside the bank, waving their weapons at the police and shouting threats in their alien tongue. Those inside the bank concentrate on getting into the vault, where they will start ripping open strongboxes full of gold bars and precious gems, stuffing these into leather satchels. They also break things and

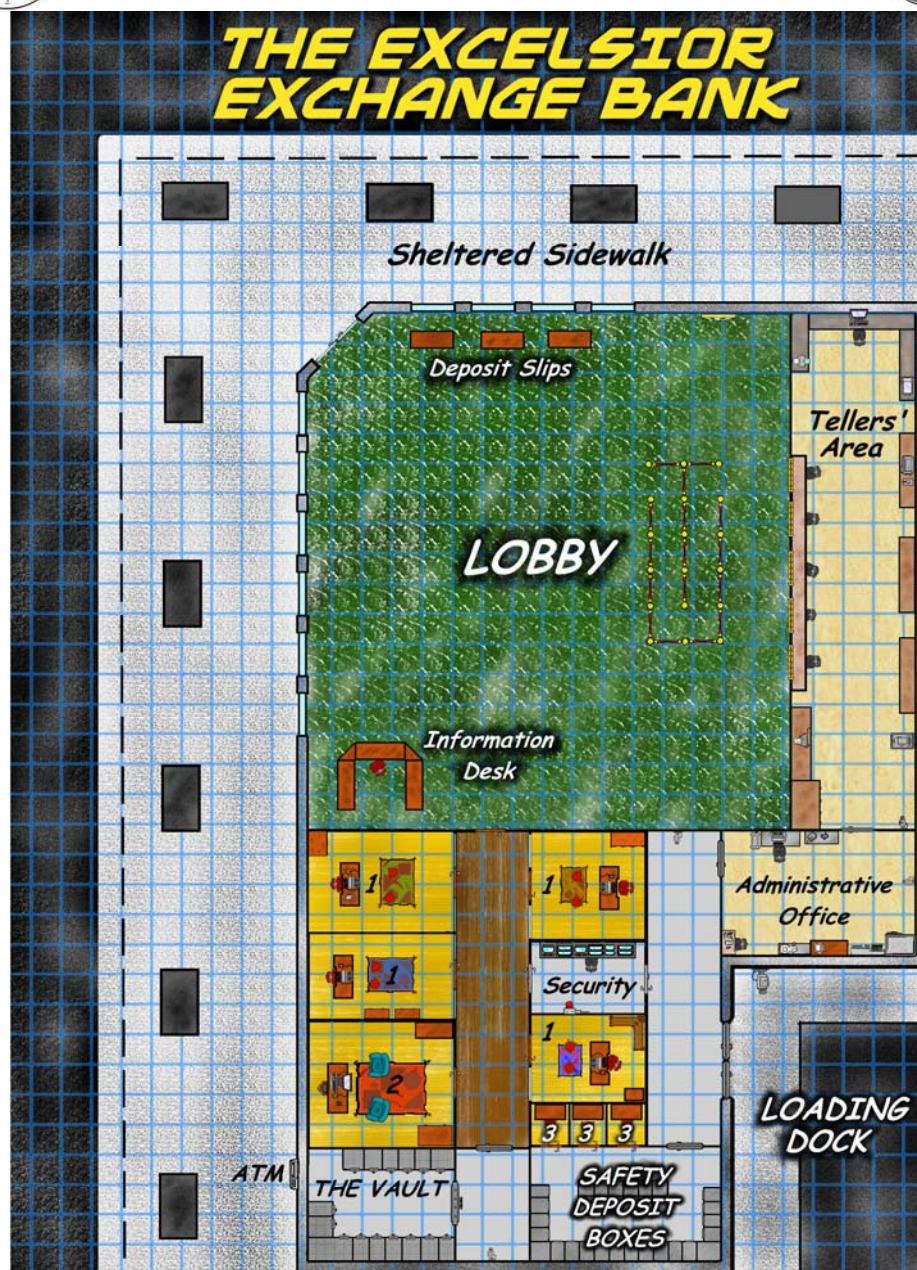
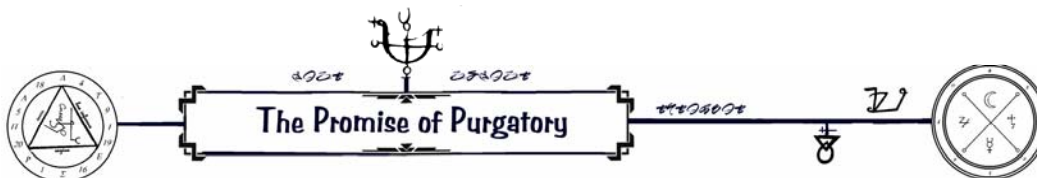
generally terrorize the people inside. Most of the security guards have been knocked out or badly hurt.

Once the PCs arrive at the scene, they should be able to handle the Borderers relatively easily, though the safety of the people inside should be a concern. None of the Borderers surrender under any circumstances, and any defeated Borderers vanish, fading away to their other-dimensional lair.

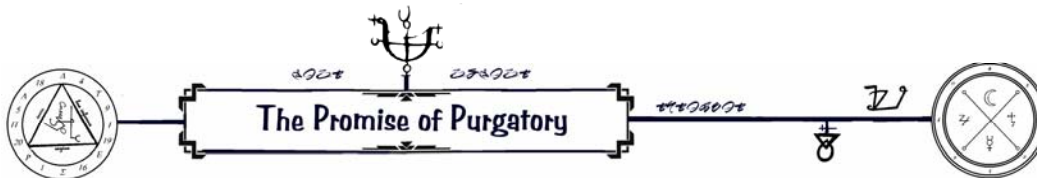
[**GM's Note:** The vanishing Borderers are being transported back to Professor Purgatory's lair via the headquarters' teleport capabilities.]

The Borderers should be treated as minions (only one hit required to knock them out or kill them, no impossible damage saves allowed) except for the PL 8 raiding party leader. If the PCs are having problems handling the Borderers, the GM may have the police and/or the security guards in the bank aid them. No mere "rent-a-cops", the Excelsior guards they highly trained and well-armed. Most of the guards were disabled by the Borderers initial attack but those remaining will give the PCs all the aid they can.

You can find stats for the Borderers on Page 115 and stats for Excelsior Security on Page 99. There is a map of the bank on the next page (Page 13) followed by notes on what each of its rooms and areas contains.



MAP LEGEND			
	Doors		Edge of the Overhang
	Armored Doors		Security Monitors
	Windows		1: Office
	Chairs		2: Bank Manager's Office
	Support Pylon		3: Secure Viewing Room
	Day-Safe		



GUIDE TO THE EXCELSIOR EXCHANGE BANK

Exterior

The Excelsior Exchange is located in the ground floor of a 30 story skyscraper. The rest of the building isn't accessible from the bank. Around the corner, off the map, there is another entrance to the upper floors. The other companies in the building (largely law firms and financial consultants) won't play a role in this adventure, so we don't need to see the upper floors on the map.

The building overhangs the entrance to the Exchange. There is about fifteen feet of clearance under the overhang (marked on the map with a dotted line). Massive rectangular concrete pylons hold up the skyscraper's overhanging bulk. They also make great places to duck behind in a firefight. Each one has a Toughness of 8. Knocking one pylon down won't be enough to collapse the whole north end of the building, but if you knock more than half of them out there is a 1/2 chance of a catastrophic collapse taking place somewhere within the next hour (the GM decides precisely when, and if there is anything the PCs can do to prevent it).

The Exchange's outer walls are extremely durable. They have a Toughness of 8, which is much higher than a typical concrete building. The exterior wall by the vault has a Toughness of 10. The entire vault is also protected by an inner layer of defense—a Toughness 10 force field. If you were to rip your way into the vault through the ATM, you would find that this spot, large enough for one Medium sized character to wriggle through at a time, has a Toughness of only 6. There is, however, still the force field to deal with.

The Lobby

Huge, with a 15 foot high ceiling and a green marble floor, the lobby of the Excelsior is designed to impress its upscale clientele. Unlike most banks, this one has no desks sitting out in the lobby for bank staff to do business at. Because their clients

often feel the need for discretion, and have the money to pay for it, all such business is transacted in the private offices down the hall.

An information desk sits on the south side of the lobby. This is normally where the security guard on duty can be found—although during the assault everything is in chaos and the desk is either unmanned or has civilians crouched down hiding behind it. The desk itself is made of thick, heavy hardwood and has a Toughness of 4.

There is a row of five teller windows along the east wall. These Windows have brass bars over them. The bulletproof glass in the teller windows has a Toughness of 5, but the bars themselves have a Toughness of 8.

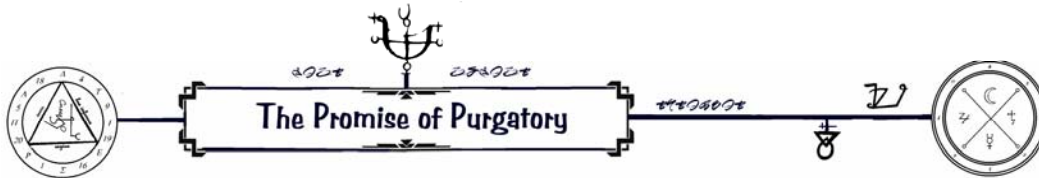
If an enterprising PC decides to pick up one of the objects found here and bash an opponent with it, the brass poles for the velvet ropes do 3 damage, the chair behind the information desk does 3 and is awkwardly balanced (-1 to your attack roll), while the tables full of deposit slips weigh 250 pounds each and do 4. The info desk weighs 400 pounds and does Damage 5.

The Lobby's interior walls are very solidly built, and have a Toughness of 7.

Teller's Area

Behind the windows is the long, narrow area where the tellers spend most of their work-time. It is equipped with computer terminals, a fax, a copy machine and all the other office machinery a bank needs (bill counting machines, etc). The north end of the room has a data entry terminal to log the tellers' daily work, the east wall is covered with cabinets full of spare supplies.

If for some reason it becomes an issue, each teller's drawer contains between \$500 and \$2,000 in bills and coins of various size. Despite what you've seen in the movies, they don't have any supplies of marked bills or exploding dye capsules. In the event of a robbery, they are supposed to give up all the money they have access too and trip the alarm once the robbers have left. The money in their drawers isn't



worth dying for. The money in the vault is, but it's Security's job to die for it.

Offices

Each of the rooms marked with a "1" is the office of one of the bank's assistant managers. These offices have hardwood floors and heavy, expensive furniture. They are comfortable and project both wealth and taste, despite not having any external windows.

The door to each office has a Toughness of 4 (they are made of heavy wood, with excellent locks) but the large glass panels on either side are only Toughness 1.

The desks are all Toughness 3, weigh about 200 pounds each and do 4 damage if you hit someone with them. The chairs weigh 50 pounds or so and do 2 damage.

There are no security cameras or other recording devices in any of these offices—it's a question of tact and discretion.

Bank Manager's Office

Mr. Huntley, the bank's manager, is lucky enough to be out for the day when the Borderers strike. His office is much like the others, but has nicer furnishings and a better computer.

Mr. Huntley is in awe of his father, who was the General Manager before him, and a stern looking portrait of the old man glares down from the wall behind the desk. He's also a bit paranoid about supervillains, and has a large (unloaded) pistol locked in his desk (Toughness 3 to force it open and find the gun). The gun, if loaded, will do 4 damage. Two loaded magazines and a box of 100 rounds are locked in a different drawer of the desk.

The desks itself is Toughness 3, weighs 350 pounds and does 4 damage if you pick it up and use it as a weapon. The chairs weigh 50 pounds or so and do 2 damage.

Administrative Office

This is where the bank transacts most of its own business. It is, for example, where

they calculate their payroll and process their insurance claims. The room looks messier and less elegant than the rest of the bank, since clients never have to come back here. It contains a lot of office equipment, some mismatched cabinets and tables and a coffee machine.

This is as close as the bank's employees have to a break room, so one or two off-duty tellers can often be found here, drinking coffee and making conversation.

There is a large safe in this room—the "Day Safe". It holds about fifteen thousand dollars, and lets the tellers replenish their drawers without having to get the manager to unlock the vault for them.

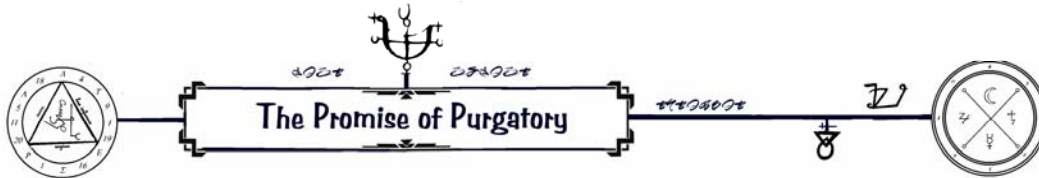
The Bank Manager is the only one authorized to know the combination to the vault, but any supervisor knows the number to open the day-safe.

Security

All the tellers have to pass through this room on their way into and out of work every day. This is the bank's security station. At least two guards are found here most of the time (although in the chaos of the raid the room has been left temporarily vacant). Its armored doors are Toughness 10.

A bank of monitors covers the north wall. You can see through any security camera in the bank with them. The controls for the force field generator are located here as well, but they're so tricky that most of the security staff don't understand how to operate them. This makes it easy for Warpath to disable them without anyone noticing for the next twelve hours.

On the South wall there is a big red light that flashes whenever there is a security emergency, and a deafeningly loud klaxon horn. These are both truly bad ideas—if the bank is under assault, the security staff will need to use this room as a command post, and shouldn't have distractions like flashing lights and screeching sirens disrupting their concentration.



Next to the light, a small gun safe is built into the wall. By the time the PCs arrive on the scene, it's already open and empty.

Loading Dock

The loading dock faces onto an alley which the map doesn't depict, at the back of the building. It's unlikely that the fight will spill back into here, since it isn't near any of the Borderers' major objectives. They aren't clever enough to attack the building through the rear entrance, and will instead come crashing through the lobby.

The double doors which lead off the loading dock are made of steel and have a Toughness of 10.

The Vault

Protected by it's PL 10 walls, with a PL 10 force field behind it, the vault is about as secure as any wealthy bank patron could ask for (and more importantly, its contents are very well insured). The vault door has a PL of 15. The force field opens up automatically to let you pass through once the door is opened.

Only Mr. Huntley, the Bank Manager, is supposed to know the combination to the vault, but in fact he's entrusted the secret to one of the assistant managers as well, just in case there's some emergency and he isn't available to deal with it.

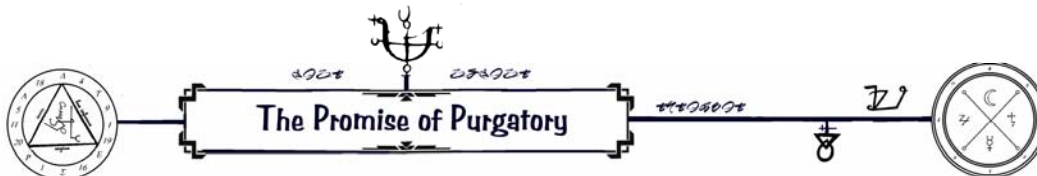
There is always a security guard standing watch in the antechamber outside the vault. This is their least favorite duty of all—it's amazingly dull and there's nowhere to sit down. Today, of course, it's less dull than usual.

Safety Deposit Boxes

This is the real heart of the Excelsior Exchange. These boxes have kept the secrets and treasures of the city's great families secure for generations. This room is protected by the same Toughness 10 force field as the vault. Its walls are also Toughness 10 and its massive door has a Toughness of 15.

The door's combination is known to all of the Assistant managers, since there is

no telling when one of the bank's wealthy patrons might stop by and want to view the contents of their box. On the north side of the room are three small chambers where a client can sit at a table and review the contents of their box. There are, of course, no security cameras in these little rooms.



After The Altercation

Once all the Borderers are defeated, the police will evacuate the bank personnel and customers and lock down the building while they search for clues; the PCs may be asked to assist depending on their relationship with the authorities. PCs with appropriate powers may be able to detect faint traces of magic and/or extra-dimensional energies, but nothing that can lead them to the Borderers. No info on the Borderers is available as this was their first appearance on Earth.

There were no fatalities though several people were hurt. Bank officials thank the heroes profusely, and tell the PCs the bank will conduct a private investigation and heighten security measures before they reopen. The matter seems to be at an end.

Unknown to the outside world, however, the Borderers' attack on the bank was only a diversion, staged to provide cover for the Motley Crew. Warpath and Blitzenhammer were both inside the bank in civilian clothes, disguised as patrons. They took advantage of the chaos to scope out the building's security systems. Specifically, Warpath slipped into the Security Office, located the force field generators that protected the bank's vault and quietly disabled them, while Blitzenhammer scouted out the set-up of the bank's security cameras. This allowed Vampire Girl to simply walk into the Safety Deposit box room later that evening in search of the Crew's real prize. Poking her head and hands through the various strong boxes, she soon found the desired item—the Soul Shard Prism—and pocketed it on behalf of the Crew.

This theft would likely have gone unnoticed for weeks or even months save that Vampire Girl could not resist the impulse to taunt the authorities by stepping in view of the security cameras and flashing the same obscene hand sign she gave to the FBI chopper pilots. The Excelsior staff discovers the incident on the security tape two days later when the bank reopens. The tape runs on the evening news that night:

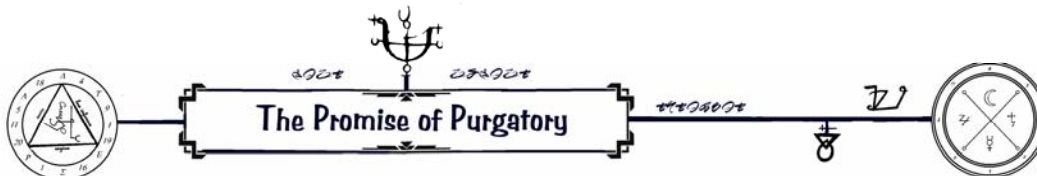
"...with federal officials confirming that the girl is indeed the same person who took part in the assault on the FBI vehicle. The girl is now believed to be the same young paranormal who has been implicated in a number of assaults, drug offenses, and indecent acts that have occurred around the metropolitan area for months, though her name is not known. Following bank policy, the item or items taken from the bank have not been made public. This has been John Cosmo, reporting."

GM's Note: What if the PCs Foil this Evil Scheme?

Don't let them. The plot really won't work if the PCs stop Blitzenhammer and Warpath from carrying out their mission at the bank. Assume they did it while no PCs were watching, or before they arrived. The Player Characters won't have any chance to stop this from happening, it's just a plot twist. The GM should resist the impulse to have the PCs stumble across Warpath or Blitzenhammer acting sketchy. If they stop them or worse, capture them, it will derail the whole storyline and you'll be left improvising. You're giving the PCs a victory anyway (against the raiders), so it's not as though you're really forcing a defeat on them.

FOLLOW UP III: BANK IRREGULARITIES

While it may be bank policy not to reveal the nature of the theft, the PCs will certainly want to find out what was stolen. The heroes can attempt to persuade lower-level Excelsior staff members to give them the information (DC 20 Diplomacy skill check) or work any police contacts they may have (DC 15 Gather Information check) to gain the details. Characters unconcerned about legalities may also use less straightforward means, such as breaking into the Excelsior's offices to examine the records or telepathically scanning the minds of bank employees. If the PCs succeed in gaining the information, they learn that the strongbox was leased to one Ms. Jewel



Becker some five years ago. The contents of the box included several documents (including two passports), five bars of gold worth approximately \$100,000, and what was listed as *“oddly cut gemstone, not listed on any registry, value undisclosed by leaser.”* The only item taken from the box was the gem.

The names on the passports are “Alec Black” and “Julie Black”. Resourceful PCs who obtain the copies of the passport photos (or the originals) can determine the documents are forged, either through a DC 15 Knowledge (streetwise) or a DC 20 Notice skill check. The man’s photo actually belongs to Axel Noir, the nephew of Cyrus Noir, alias the Arcane Avenger, the man who donated the items the Hex-Men stole from the museum. The woman is Jamie Becker, nicknamed Jewel by her parents, married to Axel Noir four years ago. Mr. and Mrs. Noir are listed as living in a penthouse apartment in an upscale neighborhood; if the characters pay a visit to the address they encounter the building super, who is doing some work in the hallway. He tells them that the couple gave word that they were going on vacation to Europe and might not be back for some time, though the apartment was paid up through the year. That was six weeks ago and he has not heard any more since.

If the characters investigate the matter further, they will eventually determine that the Noirs stopped by a coffee shop en route to the Excelsior Exchange on the morning they left—their debit card was used at the shop and the clerk who was on duty remembers a woman fitting Jewel Noir’s description. If the PCs ask the clerk who else was in the shop, he wrinkles his heavily pierced eyebrows, thinks for a moment and says that he remembers a young girl dressed in Goth attire, sitting with a thirty-something man, whom he assumed was her father. They didn’t appear to know the Mr. and Mrs. Noir and didn’t sit near them. There is no record of the Noirs conducting any business at the Excelsior that day, and no one has seen the couple since that morning.

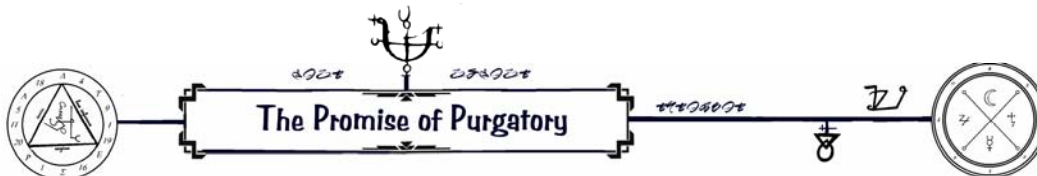
GM’s Option: What Happened to Mr. and Mrs. Noir?

The PCs probably aren’t going to meet the Noirs in this adventure. However, if the GM wants to follow this plot thread, or the PCs are desperate to find out what became of them, we have a few options for you. We fear the unlucky couple has already met with a bad end. What precisely happened to them after they walked out of the coffee shop is up to the GM.

Option #1: Axel Noir and Jamie Becker were quietly intercepted by Professor Purgatory’s Motley Crew within minutes of leaving the coffee shop, and were dragged off to the dimension where the Professor makes his home. They Crew was unusually efficient on this mission. There were no witnesses and no forensic evidence was left behind at the scene. Once he had the Noirs in his clutches, the Professor demanded that they tell him more about the relics Cyrus Noir’s had collected over his lifetime. Neither of the pair was wise enough to understand they were in no position to bargain. When they tried to barter with him, Professor Purgatory lost his patience and tortured the information out of them. Axel expired during the interrogation process itself, and Professor Purgatory mercifully put what was left of Jamie to death afterward. No one in the Motley Crew knows what happened to the Noirs and all of them but Vampire Girl would be shocked to hear it. Warpath would be particularly appalled.

At the GM’s option, the Professor may have kept a log or a journal in which he describes Cyrus and Jamie’s grisly fate. If the PCs can show it to Warpath, it is likely to turn him against his boss.

Option #2: As above, but while Axel stubbornly held out against the torture, Jamie was smart enough to give the Professor the information he wanted. She and Axel are both still alive. Unfortunately, once she got the Professor to stop torturing her, Jamie then tried to seduce her way out of the predicament. This was not a wise



thing to try on Professor Purgatory (see his background on Page 101 to learn why). For his silence, Axel was consigned to the laboratory as a test subject for a new procedure. Whether he is found lying strapped to a gurney or has already become the Professor's latest failed attempt at "elevating" the human condition through radical surgery is up to the GM.

Jamie was ushered through the Transcendence Chamber, suffering a particularly unpleasant transformation (details of which are up to the GM). As she was being led from the chamber the ship was hit by a pocket of interdimensional turbulence and she broke away from the Borderor matrons. The Professor never bothered to order a search for her, so she still roams the bowels of the *Paradise Delayed*, half-insane from the changes inflicted on her; she could prove an ally (if she sees the PCs as an opportunity to save Axel and return home) or an enemy (betraying the PCs and then begging the Professor to restore her beauty). Jamie has no real superpowers, but is smart and strong-willed, with some novice-level skills in the arcane arts.

Option #3: Axel and Jamie had just enough cleverness and mystical skill to briefly fool the Professor with a couple of lifelike magical simulacra of themselves. They were never in that coffee shop—their simulacra were. The Motley Crew snatched the fake Axel and Jamie a few moments after they left, and dragged them off to the *Paradise Delayed*. The Professor tried to interrogate them, but found them unresponsive to his threats. When he attempted to torture them, he found to his amazement that they simply melted away. By the time he had realized that he had been tricked, it was too late. The real Axel and Jamie had already opened a portal to some other, distant dimension and fled this reality altogether. Their final fate is yet to be determined. We're sure a smart, ambitious pair of yuppie occultists like the

Noirs will do well wherever they find themselves.

NPCS FOR SCENE 2

Stats for the Borderers can be found in Appendix B, on Page 115. Only Warriors are present, along with one Leader. We have stats for Excelsior's security team and other employees listed below.

Excelsior Security

PL: 3

Str: 14 (+2) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 10 (+0) **Wis:** 12 (+1) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus:** 3 **Defense:** 3
Toughness Save: 4 (+1 without body armor) **Fortitude Save:** 3
Reflexes Save: 1 **Willpower Save:** 3

Skills: Climb 2 (+3), Drive 2 (+3), Intimidate 4 (+5), Notice 4 (+5), Sense Motive 2 (+3)

Feats: Assessment, Equipment 3 (10 pts. of equipment), Improved Grapple, Quick-Draw
Equipment: Body Armor (+3 Toughness), Pistol (Ranged Weapon, 3 damage)

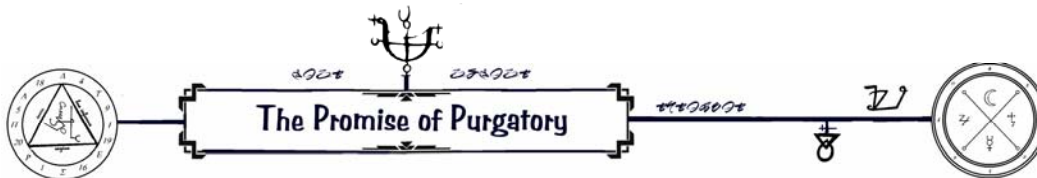
Background: Contractors from a well-respected security firm, Excelsior's guards are a good deal more competent than most. They only hire staff with law enforcement experience, usually former military MPs. Their officers tend to be hard-eyed men in their late twenties with crewcuts and muscles like bowling balls on their arms. They are quick to respond in a crisis and don't back down easily. Exactly the kind of men you'd want on your side if the Borderers attacked.

Generic Bank Teller

PL: 0

Str: 10 (+0) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 10 (+0) **Wis:** 14 (+2) **Cha:** 14 (+2)
Initiative: +1 **Attack Bonus:** +0
Defense: +0 **Toughness Save:** 1
Fortitude Save: 1 **Reflexes Save:** 1
Willpower Save: 2

Skills: Bluff 2 (+4), Diplomacy 4 (+6), Knowledge (Popular Culture) 5 (+5), Notice 1 (+3), Profession (Bank Teller) 3 (+3), Sense Motive 3 (+5)



SCENE 3: RIOT TIME

The heroes receive a call to assist in putting a stop to a riot at a maximum security women's prison. Coincidentally, this is the same institution where the Lady of Fate is imprisoned. Apparently some sort of explosion smashed a hole in one of the prison yard's walls. The prisoners in the yard attempted to escape en masse, sparking a full-blown battle with the guards. By the time the characters reach the prison the riot has been largely contained, but there are still about three dozen hard-core convicts fighting with guards and/or attempting to reach the broken section of the wall and escape. At least half of the convicts are super-powered (the GM may place a few of the group's past foes in the mix) but all are wearing "violence inhibitor collars", experimental devices that inhibit aggression and dampen paranormal abilities.

Inhibitor Collars

The collars impose a -5 penalty to all attack rolls, Defense, Initiative, and physical skill checks; furthermore, anyone wearing an active collar must make a successful DC 25 Will save each round to use any of their powers.

Each collar is composed of a lightweight steel alloy (Toughness 10) and requires a DC 30 Disable Device check to deactivate. Damaging the collar or trying and failing to disable it results in the wearer being subjected to an electrical shock (DC 5-10, calibrated according to the physiology of the prisoner) until the prisoner is rendered unconscious; this failsafe mechanism stops working if the collar takes 6 points of damage or more.

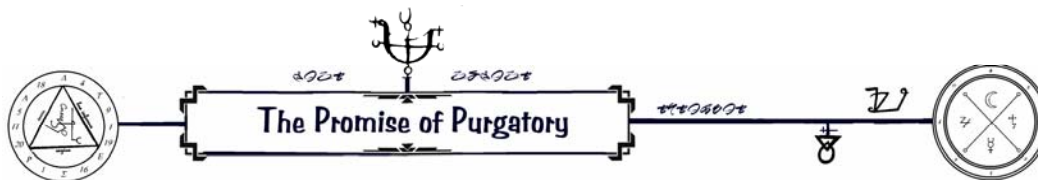
negating any Dodge bonus, and imposing a -4 penalty to their attack rolls and Defense scores; they are restricted to grappling or bull rush attacks only.

The GM should treat this as a minor skirmish for the PCs, an opportunity for them to flex their super-powered muscles a bit; despite their numbers the convicts have no real chance of overcoming the heroes under these circumstances. The characters are in no real danger, and should focus their efforts on preventing the villains from making it through the hole in the wall and slipping away. We've provided you with stats for both super and non-super convicts beginning on Page 22. Stats for guards can also be found on Page 22.

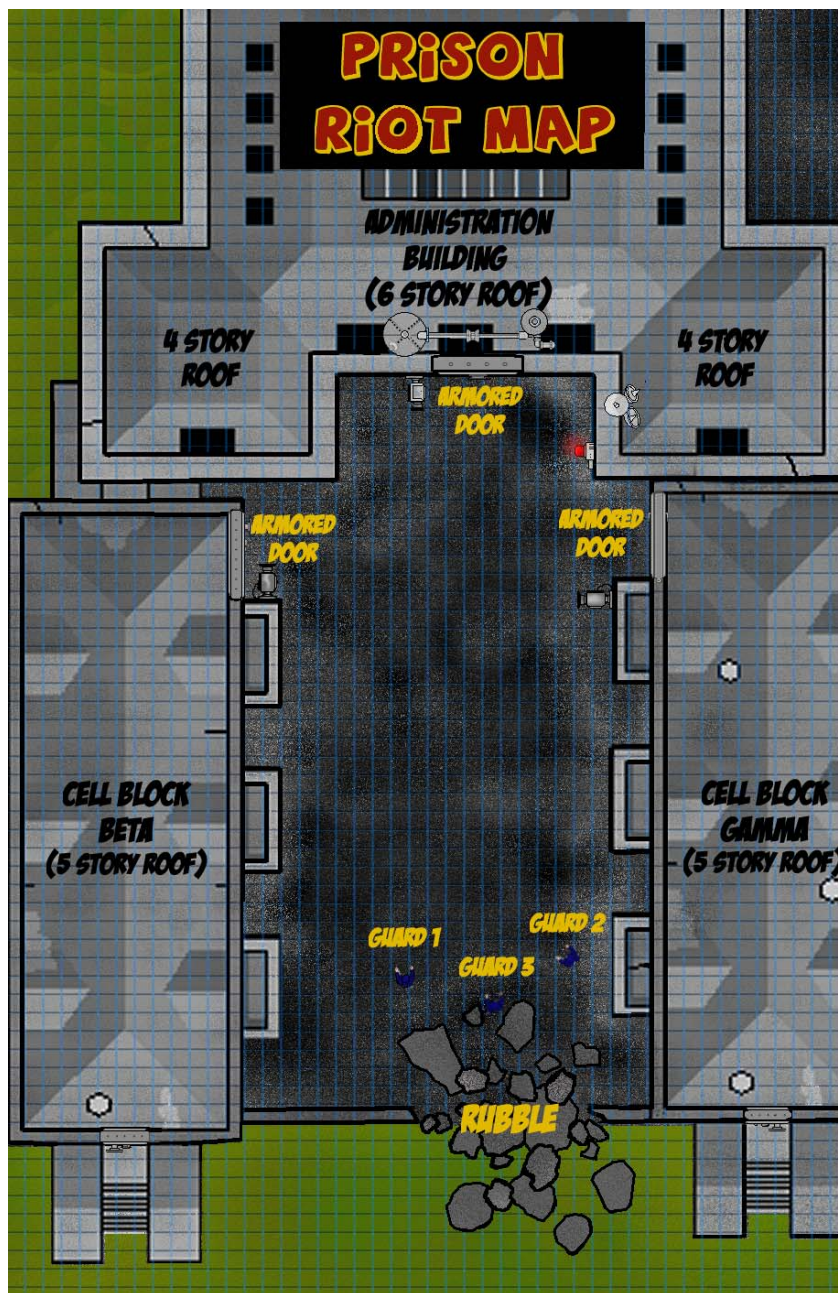
The riot is taking place in the exercise yard, between cell blocks Beta and Gamma. Three guards try to keep inmates from reaching the breach in the wall, but the rest of the scene is in complete chaos, with guards and inmates scattered everywhere. Place both on the map wherever you like. Make things tactically interesting for the PCs. There should be plenty of chances to accidentally hit guards.

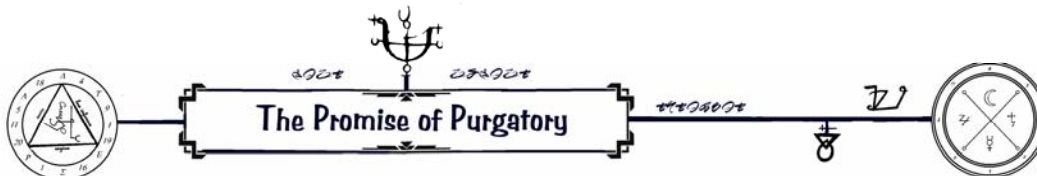
Once the violence dies down the characters can see that several guards and prisoners require medical attention, including Victoria Lesson, AKA the Lady of Fate (DC 15 Intelligence check for PCs to immediately recognize her); she is lying on the ground, twitching, deathly white, and mouth moving wordlessly. Observant PCs will notice that she is no longer wearing the Hand of Fate. There are no visible wounds on her body, and no one can recall her being assaulted in the riot.

A few of the convicts do have powers that cannot be "turned off" (such as a permanent Energy Field or Growth) but they are all heavily shackled in DC 15 restraints, reducing their movement to half normal,



[GM's Note: The prison riot is just a set-up for the assault on Lady of Fate—it is really only a bit of minor action intended to let the PCs act heroically while it advances the plot. However, if the GM wishes to take the action up a notch, allow some of the villains to short-circuit their inhibitor collars or break their shackles, giving them free rein to go after the heroes at full strength, take guards as hostages, or attempt to free still more villains. If they are successful the heroes could have plenty of trouble on their hands! The GM isn't bound to roll dice to determine if any of the villains escape their restraints. The Game Master should feel free to rule that any do-badders who would make the encounter more interesting get loose]





NPCS FOR THE RIOT

We'll start out with a sample prison guard, then move on to some generic convicts, and then Lady of Fate herself. Next we have an optional set of individual super-criminals who might be imprisoned here, in case you need a super-convict to complicate the PCs' day by making a break for it.

Super-Max Prison Guard

Str: 12 (+1) **Dex:** 12 (+1) **Con:** 14 (+2)
Int: 13 (+1) **Wis:** 12 (+1) **Cha:** 10 (+0)
Initiative: 1 **Attack Bonus:** 5 **Defense:** 5
Toughness Save: 5 (+2 without body armor)
Fortitude Save: 4 **Reflexes Save:** 4
Willpower Save: 4

Skills: Intimidate 5 (+5), Medicine 2 (+3), Notice 4 (+5), Profession (Prison Guard) 4 (+5), Search 5 (+6), Sense Motive 3 (+4)

Feats: Chokehold, Equipment 5 (25 pts. of equipment), Favored Enemy (inmates), Improved Block, Improved Pin

Equipment: Body Armor (+3 Toughness), Assault Rifle (Ranged Weapon; 3 damage; Extra: Area [cone-shaped attack]), Club (Melee Weapon, 3 Damage), Pacification Rod (Melee Electrical Attack, 4 damage), Gas Mask (Immunity to Gas Attacks)

Background: The cream of the crop of the federal penitentiary system, these guards are extensively trained and lavishly equipped to handle the toughest convicts. Because the prison suffered some very negative publicity early on due to staff abuses of inmates, the majority of the guards are female (a few male guards couldn't resist the urge to take advantage of women rendered technologically unable to fight back), a rare situation for such a potentially dangerous environment. A special effort was made to recruit and train top-notch female staff (very good pay and perks), and the effort has so far paid off well—troubles have been few and far between. Most of the women are rugged and tough, and could outfight many men. The few male guards tend to be older (late forties-early sixties) family men with spotless reputations in the corrections field.

Nearly all of the guards are bright, fit, and vigilant, ready for action at a moment's notice.

Prison Rioters

Here are some sample rioters for you, ranging from ordinary convicts to shackled super-criminals.

Typical Lady Convict

PL: 3

Str: 11 (+0) **Dex:** 12 (+1) **Con:** 14 (+2)
Int: 14 (+2) **Wis:** 11 (+0) **Cha:** 13 (+1)
Initiative: 0 **Attack Bonus:** 3 (-2 with Inhibitor Collar) **Defense:** 3 (-2 with Inhibitor Collar)
Toughness Save: 3/2 flatfooted **Fortitude Save:** 2 **Reflexes Save:** 3 **Willpower Save:** 0

Skills: Bluff 7 (+8), Climb 3 (+5/ 0 with Inhibitor Collar), Diplomacy 3 (+4), Drive 5 (+7), Escape Artist 5 (+7/ 2 with Inhibitor Collar), Intimidate 6 (+7), Notice 4 (+4), Profession (pick a criminal speciality) 6 (+8), Profession (second criminal speciality) 4, Sense Motive 6 (+6), Stealth 5 (+7/ 2 with Inhibitor Collar)

Feats: Chokehold, Defensive Roll 1, Sneak Attack

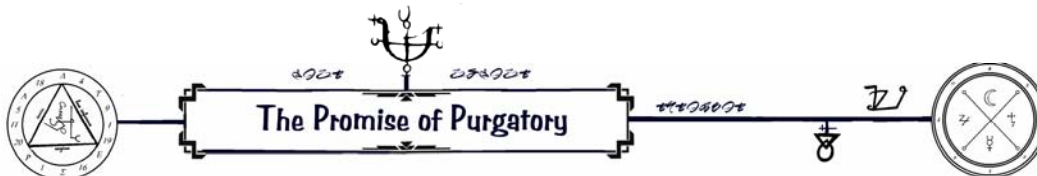
Background: A bit tougher than an average female inmate—this facility houses the worst of the worst. Statistically, most female offenders either committed drug crimes or crimes of theft. Not so in this prison. The odds are very high that this woman has committed a violent crime.

Tougher Lady Convict

PL: 5

Str: 13 (+1) **Dex:** 16 (+3) **Con:** 16 (+3)
Int: 15 (+2) **Wis:** 14 (+2) **Cha:** 16 (+3)
Initiative: 0 **Attack Bonus:** 5 (0 with Inhibitor Collar) **Defense:** 5 (0 with Inhibitor Collar)
Toughness Save: 5/3 flatfooted **Fortitude Save:** 4 **Reflexes Save:** 3 **Willpower Save:** 2

Skills: Bluff 6 (+9), Climb 6 (+9/ 4 with Inhibitor Collar), Craft (Improvised Prison Weapons) 7 (+10/ 5 with Inhibitor Collar),



Diplomacy 7 (+10), Drive 6 (+9), Escape Artist 7 (+10/ 5 with Inhibitor Collar), Intimidate 7 (+10), Notice 8 (+10), Profession (pick a criminal speciality) 8 (+10), Profession (second criminal speciality) 8 (+10), Sense Motive 6 (+8), Stealth 6 (+9/ 3 with Inhibitor Collar)

Feats: Chokehold, Defensive Roll 2, Improved Grab, Improved Grapple, Sneak Attack, Startle, Taunt

Background: To spice up the fight a little, here's a stronger, meaner, more experienced convict. This lady has likely been a professional criminal for most of her life, and may well have killed people. About one in six convicts will be this tough.

Super-Convicts

On the next few pages are three sample super-criminals who might be involved in the riot. You don't have to use them--they're really just meant as examples.

KILL GIRL



Real Name: Hedda Horkenheimer
PL: 10

Str: 10 (+0) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 14 (+2) **Wis:** 22 (+6) **Cha:** 16 (+3)
Initiative: 0 **Attack Bonus:** 5 (+0 with inhibitor collar) **Defense:** 8 (+3 with inhibitor collar) **Toughness Save:** 1 (Used to be 10 with Force Field, but of course she can't use it now) **Fortitude Save:** 5
Reflexes Save: 6 **Willpower Save:** 14

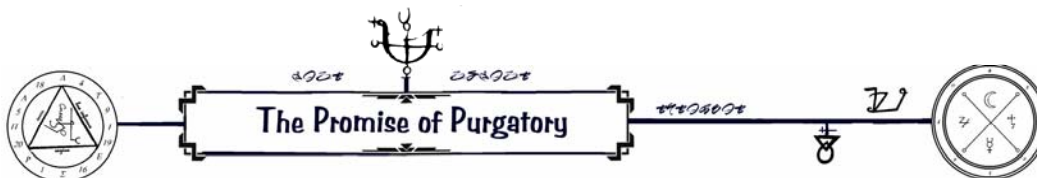
Skills: Bluff 7 (+10), Concentration 7 (+13), Notice 3 (+9), Profession (criminal for hire) 3 (+9), Sense Motive 8 (+14)

Feats: Taunt, Ultimate Save (Willpower), Uncanny Dodge

Powers: All of her powers are effectively suppressed by the Inhibitor Collar, but when she was free, she had the following. ESP 2 (visual only), Force Field 9, Super-Senses 3 (Danger Sense, Detect Psychic Power, Mental Awareness), Telekinesis 11, Telepathy 10, (Power Feats: Alternate Powers -- Illusion 6 [affects all senses; Power Feat: Selective, Flaw: Phantasms], Mental Blast 5, Mind Control 10)

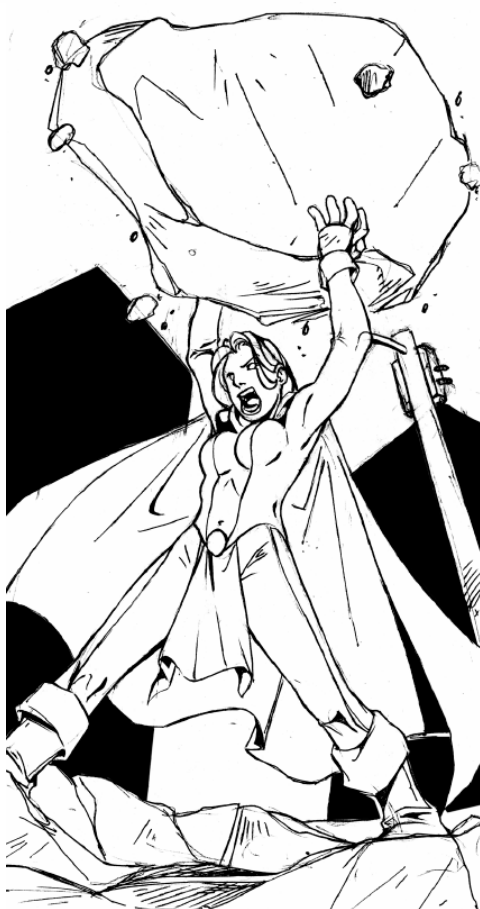
Background: A psychic criminal-for-hire with no ideology and no principles to speak of. Kill-Girl is still quite young and full of snarky attitude. She doesn't quite know the New York club-kid slang, but she does her best to imitate it. No one who meets her is surprised to learn that she's from the Midwest, but dying to move to New York City. That won't happen any time soon—she's serving 15 years to life on manslaughter and armed robbery charges and she's almost helpless without her powers. Kill Girl is a surprisingly experienced criminal for her age—she's been using her powers to commit crimes since she was a child. Although her family was comfortable enough that she's never needed to steal, she never wanted to do anything else.

Hedda is a small-town girl with dreams of making it big in the city, but that will probably never happen. Her first really major caper (robbing a postal depot in Kansas) went horribly wrong, people died and she got put in prison forever. Not even very many superheroes ever got a chance to hear of Kill-Girl before she was sent away for good.



In the event of a breakout, her first priority will be to escape, and she'll try to do this by ducking and dodging past any PCs blocking her path. Getting past the PCs and out of prison is her only hope for ever achieving her dreams, and she knows this. She is extremely determined—willing to kill or die for her last shot at freedom and the distant, beckoning towers of New York.

BIG BARB



Real Name: Barbara Biggs
PL: 10

Str: 32 (+10) **Dex:** 10 (+0) **Con:** 32 (+10)
Int: 8 (-1) **Wis:** 10 (+0) **Cha:** 8 (-1)
Initiative: 0 **Attack Bonus:** 7 (+2 with inhibitor collar) **Defense:** 8 (+3 with Inhibitor Collar) **Toughness Save:** 10
Fortitude Save: 10 **Reflexes Save:** 0
Willpower Save: 0

Skills: Intimidate 8 (+7)

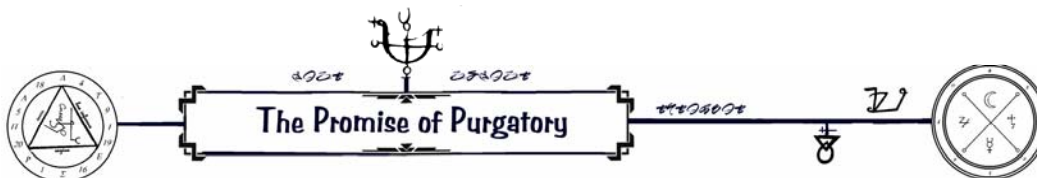
Feats: Rage

Powers: Growth 4 (Power Feat: Innate; Flaw: Permanent), Impervious Toughness 10, Leaping 7, Super-Strength 10

Background: A paranoid schizophrenic the size of a small elephant, Big Barb isn't naturally homicidal, but the nature of her delusional pattern makes her dangerous. She thinks that she is part of a lost race of immortals called "The Nowhere People" who live in a phantom realm beyond the sky (she calls it the "Fourth Kingdom"), and are constantly at war with a hidden race of subterranean evildoers called the "Detrimentials" or "Deviates". In the outside world, Barb would regularly identify some poor random person as a "secret Deviate" and try to kill them with her bare hands. Clearly insane, she really should be in a mental health facility and not a prison, but then the same could be said for a lot of convicts. Big Barb's real origins remain a mystery. She was found wandering around after a freak rainstorm in Death Valley. A driver's license found in the vicinity showed a woman with a similar face and the name "Barbara Biggs." Nobody has any idea where she got her costume. It was tailored to fit her and far too well-constructed for her to have made for herself. It looked as though a professional costume designer had worked on it (although as you can see from the illustration, it was a bit retro).

Because it's not possible for an Inhibitor Collar to suppress her enormous size and strength, Barb has been outfitted with a set of Toughness 15 restraints that reduce her movement to half normal, and impose a -4 penalty on her attack rolls and defense scores. She can only grapple with or attempt to overrun a foe—she can't punch or kick effectively in the restraints.

When the riot breaks out, she will get very excited and wildly confused. She wants to escape, but she's as likely to charge the heroes as she is to try and evade them. She will shout all kinds of pointless nonsense, raving she is here to protect the PCs from the Deviates' secret rays, then a moment later screaming that she is the glory and the light, here to crush the PCs in



the name of the Fourth Kingdom. Her words have nothing do with whatever action she is taking at any given moment, which the PCs may find very confusing. She will announce that she is attacking while she is in fact running away, she will say that she's trying to help you while she pounds the stuffing out of you.

MADAME MAMBA



Real Name: Narissa Sly
PL: 10

Str: 16 (+3) **Dex:** 20 (+5) **Con:** 16 (+3)
Int: 12 (+1) **Wis:** 14 (+2) **Cha:** 12 (+1)
Initiative: 0 **Attack Bonus:** 16 (+11 with Inhibitor Collar) **Defense:** 13 (+8 with Inhibitor Collar)
Toughness Save: 7/3 flatfooted
Fortitude Save: 8 **Reflexes Save:** 13
Willpower Save: 6

Skills: Acrobatics 11 (+16/ 11 with Inhibitor Collar), Concentration 10 (+12), Escape Artist 10 (+15/ 10 with Inhibitor Collar), Intimidate 10 (+11), Notice 8 (+10), Sense Motive 8 (+10), Stealth 11 (+16/ 11 with Inhibitor Collar)

Feats: Accurate Attack, Acrobatic Bluff, Assessment, Blind-Fight, Chokehold, Critical Strike, Defensive Attack, Defensive Roll 4, Elusive Target, Fearless, Improved Defense, Improved Disarm, Improved Initiative, Instant Up, Luck 2, Move-By Action, Redirect, Stunning Attack, Takedown Attack, Throwing Mastery

Powers: Used to have Strike 4 (poisoned fingernails; Extra: Poison) but of course she doesn't anymore.

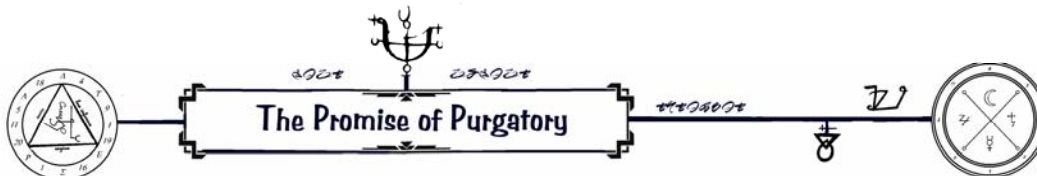
Drawbacks: Mute -4pts

Background: A vice queen from South Africa, she was one of the most dreaded assassins on the continent long before she started taking over the drug rackets herself. She has always favored snake motifs and always preferred to dispatch her foes with her poisoned fingernails. She made the mistake of emigrating to America and trying to found her own criminal empire here. Alas, they have far more superheroes in this country than they did back home and she soon found herself incarcerated.

Because she got taken down so quickly after arriving in the United States, not a lot of superheroes on this side of the Atlantic have had a chance to find out just how tough she is. Any hero who has ever worked in Africa, on the other hand, will certainly know her dreadful reputation.

A greatly feared woman in prison, she is dangerous even with her Inhibitor Collar on, since most of her abilities are the product of nothing but strong muscles and countless hours of training. Silent, eerie and regal, she keeps largely to herself and no one cares to trifle with her.

She is intent on escape, but knows that her best shot at it is to incapacitate one of the heroes at close range in order to get past them. Completely fearless, she knows she's at a disadvantage fighting a superhero with her Inhibitor Collar on, but then again she has nothing at all to lose.



FOLLOW-UP IV: PRISON VISIT

The players will likely wish to speak with the Lady of Fate after she gets out of the prison infirmary to see if she can provide any information about who attacked her and why someone seems to be going to extreme lengths to collect the arcane objects that were once stolen by the Hex-Men.

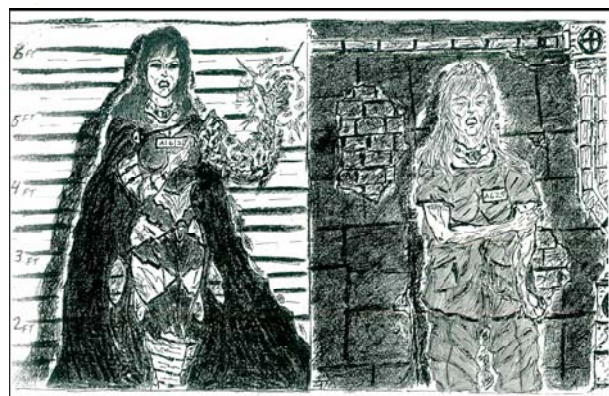
Assuming the PCs are on good terms with the law, the warden gives her permission for them to do so and Lady of Fate agrees to it -- her attitude is suddenly more cooperative, for reasons that will soon be apparent.

When the PCs next see her, Lady of Fate is gaunt and haggard, grey-haired and stoop-shouldered; she looks nothing like she did days before, appearing at least twenty years older than her 37 years. Her left arm - where she wore the Hand of Fate -- is withered, hanging useless at her side. She sits down, picks up the prison phone and begins to speak. Her voice sounds rough and tired. The Lady of Fate describes the man who attacked her as: *"a big guy...he wore what looked like military gear, boots and jacket. He was dark-skinned...like an Indian...had some sort of war paint on his face. Slashed at my arm with some kind of knife...cold went through my arm...the Hand just fell off me...just seemed to melt off my arm...he snatched it and then disappeared, teleported away."* When asked if she has any ideas about who is after the mystic foci, she shakes her head. *"Could be a dozen people...Hex-Light said there were about that many on Earth who'd know how to tap into the artifacts [GM Note: Feel free to have her mention any mystic heavyweights active in the campaign]. Could even be Noir himself somehow, or that witch Mystery Mistress -- I never bought for a minute that she was dead."* If queried about the possible whereabouts of Cyrus Noir she simply shakes her head and smiles.

If questioned about her condition she flashes a bitter smile *"Always knew there was a price if I lost the Hand. The Panic went stark raving nuts when the feds got the Mask off him,"* she continues, *"worst was, I couldn't even fight back because of*

the damn inhibitor collars all of us here are forced to wear." The heroes can question her further, but she has little else to offer. Before she leaves, she asks the heroes to request that the warden take her out of general population, as it's now too dangerous for her. *"I'm just a crippled old lady now."* She then hangs up the prison phone and shuffles off, a broken woman. If you need them, stats for Lady of Fate are available below. We have some information on her background for you as well, should you need it.

LADY OF FATE



Real Name: Victoria Lesson

PL: 11

Str: 8 (-1) **Dex:** 10 (+0) **Con:** 8 (-1) **Int:** 16 (+3) **Wis:** 16 (+3) **Cha:** 14 (+2)

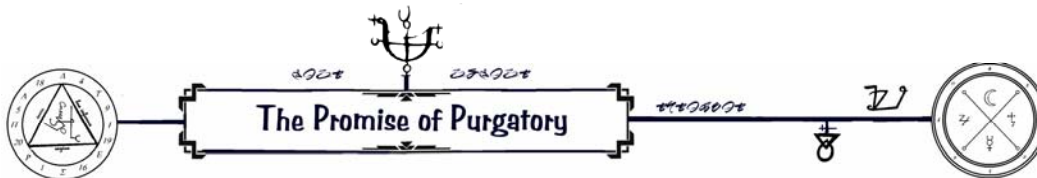
Initiative: 0 **Attack Bonus:** 2 (-3 with inhibitor collar) **Defense:** 2 (-3 with inhibitor collar)

Toughness Save: -1 **Fortitude Save:** -1

Reflexes Save: 1 **Willpower Save:** 3

Skills: Bluff 5 (+7), Diplomacy 5 (+7), Knowledge (streetwise) 5 (+7), Notice 4 (+7), Search 4 (+7), Sense Motive 4 (+7), Stealth 5 (+5/ 0 with Inhibitor Collar)

Feats: Second Chance (Against triggering alarms or traps), Second Chance (Against being tripped), Taunt, Ultimate Effort



(Reflex Saving Throws), Ultimate Effort (using Deflect power).

Powers: (None of which can be used with her Inhibitor Collar on) Blast 11 (Extras: Indirect [Since the attack is based on her ability to manipulate probability, it takes the shape of weird random events that damage the target—a nearby gas main explodes, an I-beam from a nearby construction site falls on them, they suffer a sudden heart attack, etc], Area [Shapeable, affects any ten contiguous five foot squares within her line of sight], Selective; Power Feats: Alternate Powers [Deflect 11; Extras: Reflection, Redirection, Luck Control 3; Extra: Area, Paralysis 10; Extra: Range, Area], Progression 5)

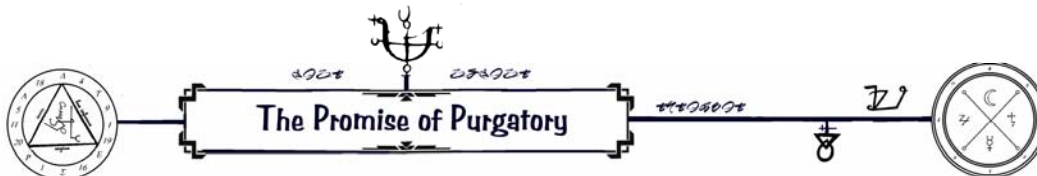
Drawbacks: Disabled. Can't move at a pace faster than a walk and can't use her left arm at all.

Background: Victoria Lesson is the great-niece of Blythe Lesson, the late World War II "mystery woman" known as Miss Fortune. Blythe Lesson was the oldest daughter of a prominent Boston family who had a brief career as a superheroine when she came into the possession of the Emerald Locket of Luck, a magical trinket that granted her limited powers over the whims of chance. She was active mostly on the homefront, fighting spies and saboteurs, until a stray bullet from one of a gang of black marketeers struck the locket, cracking the small mystical stone that empowered it. Blythe survived the encounter by her wits and natural athletic ability, but her career as a heroine was over—the magic of the locket seemingly gone. Sadly, the fortunes of the Lesson family faltered in the post-war years, and by the time Victoria was born little was left but the family's holdings in real estate. Victoria's father Samuel—a timid, weak-willed man—managed to lose the remainder of the Lesson wealth after being pushed into a risky land development deal by his wife Audrey, an overly ambitious social climber from a similarly blue-blooded but destitute New England family. Samuel Lesson committed suicide six months later, and Audrey Holmes-Lesson ended up in a county psychiatric ward two years after that. At ten

years old little Victoria was placed in the care of a distant female cousin of her mother.

Her new caretaker was an abusive alcoholic who treated the girl as little more than a servant. The woman's husband (a manager at a small bank and a chronic philanderer) was indifferent to the girl. Yet at the same time that Victoria was made to feel ashamed of her situation and unworthy of her place in her relatives' home, she was also repeatedly told that she was better than the "common rabble" that they had to live among, work with, and that Victoria had to go to school alongside. She was indoctrinated to believe that their lineage that placed them above ordinary people, even if a cruel twist of fate had (temporarily) robbed them of their proper places in society. Victoria had already been hearing the same message by her mother since the time she was born. Her mother had also raised her to believe that money and material goods were the only measure of love and success in life. Needless to say, the girl did not develop a strong values system as a consequence. Victoria grew up angry, arrogant, envious, and resentful. Her attitude garnered her no friends at school and she had no solace at home either.

The one activity that provided Victoria with a little relief was going through her great aunt Blythe's old belongings and scrapbooks (she had inherited them at age 12 when her aunt passed away, a never-married spinster). She fantasized constantly about recapturing the wealth and grandeur of the life her aunt had enjoyed. She also took to wearing her aunt's locket constantly—she loved the old thing, despite the large chip in the stone set in the locket's center. She had no knowledge of her aunt's former "career" as Miss Fortune. Over the years the magic still present in the stone—which had soured and spoiled as a result of the crack—somehow seeped into Victoria's being. By the time she was seventeen she began to realize she had the power to make things happen. Soon others began to comment on her unusual streaks of good luck, and how



unfortunate events always seemed to befall anyone who had angered or crossed her.

Victoria began to do some research and discovered the truth about her late aunt's secret identity. She assumed that the Emerald Locket of Luck had given her the same powers as Miss Fortune, but when she tested herself she found that she did not need the locket at all—the powers were now inherent in her--and they were stronger than her great-aunt's had ever been.

When the small town whispers about Victoria began to grow too loud, she set out for the big city, determined to use her powers to reclaim the wealth that was hers by right. Her career as the supervillainess Lady of Fate eventually brought her to the attention of the nascent supervillain-team the Hex-men, where she served as a core member for several years - - and where she acquired the Gauntlet of Fate, which made her a truly dangerous villain.

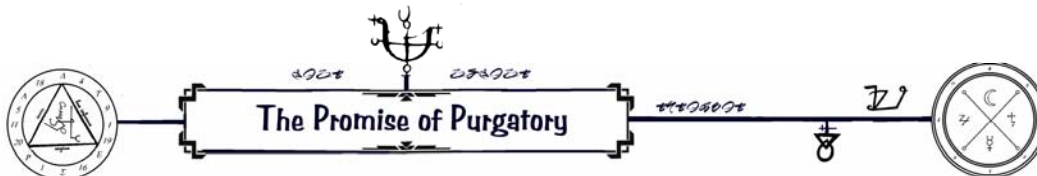
Personality and Demeanor: As the Lady of Fate she was haughty, arrogant, and greedy. She viewed herself as superior to nearly everyone else around her. She felt entitled to rob and steal to finance the lifestyle she "deserved". While not really bloodthirsty, she had a mean streak and a cruel sense of humor. She loved using her bad-luck powers to embarrass and humiliate people, and even played nasty practical jokes on her teammates. The power of the Gauntlet to make distorted wishes come true allowed her to debase others in whole new ways. Although she constantly antagonized the other Hex-Men (aside from her sometimes-lover Hexlight) she genuinely cared for and was protective of her allies -- dysfunctional as it was, the Hex-Men were the best "family" she had ever known.

After the assault that leaves her prematurely aged and partially disabled, Victoria is nearly suicidally depressed -- and terrified. Rather vain about her looks before, and concerned about her beauty fading, even though she was only in her late thirties, she can now barely stand to look in the mirror. She will cooperate and cut any

deal she can to be moved out of general prison population. She can't defend herself physically, and her luck-powers are effectively negated by the inhibitor collar she's forced to wear. She used to bully other inmates with her demeanor, the Gauntlet's reputation, and the threat of Hexlight, who was still on the loose. All that is gone now. She has no friends in the prison population. She used to put down Kill-Girl all the time (*"You're a small-town screw-up who'll be collecting Medicare before you ever see New York City"*) and taunted Big Barb ('Jumbo') into hysterical, chain-rattling fits. She did know enough to steer clear of Madame Mamba, and other such prisoners who were still lethal despite their lack of powers.

Victoria will jump at any chance to regain what she has lost, no matter the odds. And if that's impossible, she would like to go out in a blaze of glory, rather than getting shanked by a cellmate in her sleep. If the GM decides to use her in the assault on PDI, she has removed the Inhibitor Collar and can use her powers normally, but she is still, of course, physically disabled.

Appearance: Before losing the gauntlet, Victoria Lesson is a tall (6' 1") woman with sharp, sculpted features (partially due to cosmetic surgery) and a regal, queenly demeanor. She had jet-black hair (just beginning to grey) and black eyes. After the assault, she has the broken down look of a sixty year old woman who spent the last three decades in a super-maximum prison; stooped shoulders, rust-grey hair, and heavy wrinkles. Her left arm is twisted, bone-thin and barely useable.



INTERLUDE II: THE HOSPITAL VISIT

"A strange incident occurred at the city hospital last night. At approximately 9:30 pm two men—described as 'large and thuggish looking' by hospital staff members—barged into emergency room carrying the unconscious bodies of a man and a woman. One of the men demanded that doctors treat the people they had carried in, and refused to answer any other questions. When hospital guards attempted to detain them, the men assaulted the guards and escaped.

Both the man and the woman have since been identified as two of the recent missing persons, noted defense attorney James Sawyer and the model Angelica De Lynn. Ms. De Lynn was identified with some difficulty, as the formerly rail-thin runway model apparently now weighs well over four hundred pounds. No word yet on what might have caused such a drastic change in her weight. Reports are unclear as to Mr. Sawyer's physical state. Both are said to be in serious but stable condition. No other information is yet available. None of the guards was seriously hurt. Police are still investigating. This has been Shelly Dawson, reporting"

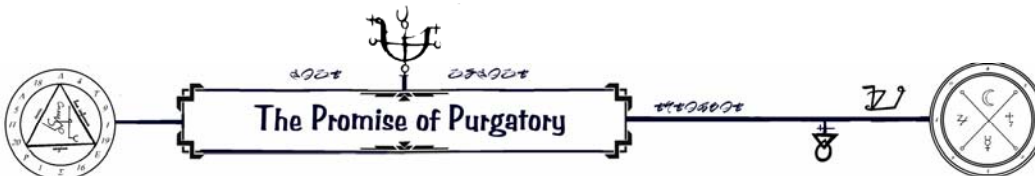
Upon hearing this, the heroes will likely be sparked to investigate the incident, either through visiting the hospital to speak with the staff and/or the victims or speaking to the police detectives assigned to the case, Detectives Dietrich and Harris. In either case, the eyewitness reported the following:

Both of the men were tall and well built, one of them a virtual giant; they were obviously attempting to conceal their identities, dressed in oversized clothing too heavy for the weather. The man who spoke to the emergency room staff was wearing a hooded jacket, dark sunglasses, and work gloves (concealing his fingerprints); he appeared to be Hispanic and about 40 years old (a somewhat inaccurate description of Warpath). The other one wore a wide-brimmed floppy hat, sunglasses, and a long trench coat with the collar turned up

(Captain Kill-You). The bigger one carried the two victims -- the middle-aged man and the very obese young woman—over his shoulders, seemingly without effort. The "Hispanic" man was polite to the staff but refused to answer any questions. He had clearly been drinking, as his breath smelled strongly of alcohol. When one of the doctors ordered security to detain the two, the bigger man simply brushed the guards aside and the men strode out of the building, vanishing into the night air.

If the heroes ask to speak to the victims they will first be directed to Dr. Sonia Southern, the hospital's specialist in paranormal medicine (you can find stats and background information on Dr. Southern on Page 31). The doctor explains that both victims were suffering from shock when they were brought to the ER, with dangerously low vital signs. Neither displayed any actual physical injuries or DNA damage, though CAT scans detected anomalies in the language centers of Mr. Sawyer's brain. She hasn't yet determined the cause of Ms. De Lynn's extreme weight gain. One other odd change has been noticed: both patients now have red hair and gold-flecked eyes. The doctor has no explanation for these changes either.

Mr. Sawyer and Ms. De Lynn have both regained consciousness and are slowly recovering, though both are being held for observation. Mr. Sawyer has proven unable to speak; when he attempts to communicate verbally he only spits forth a jumble of random words and nonsensical phrases. He also seems to be experiencing difficulty understanding spoken language, though his hearing appears unimpaired. The staff has attempted to communicate with him through written messages but he has proven so distraught that he can only be kept calm through heavy sedation. Ms. De Lynn is more lucid, though being treated with anti-depressants to help keep her calm. For obvious reasons she is better able to supply details about what happened to her.



GM's Note: *Ms. De Lynn and Mr. Sawyer were the first two people Professor Purgatory used to test his Transcendence Chamber; a "few, minor design flaws" resulted in both subjects (and the Professor) suffering severe mental shock. Professor Purgatory recovered quickly, but Mr. Sawyer and Ms. De Lynn did not. The change in their hair and eye-color is a harmless side-effect of the process. After studying the chamber's effects on these first two subjects, the Professor agreed to allow Warpath to deliver them for medical care. He also decided that the final two objects from the Noir robbery would be necessary to "facilitate" the Transcendence Chamber's proper functioning.*



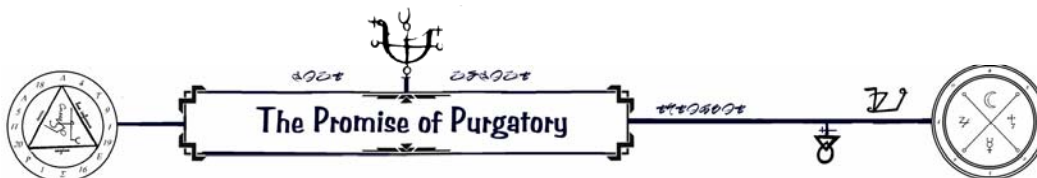
ANGELICA'S BIG CHANGE

Angela De Lynn tells the heroes that she was in her dressing room, with her assistant Roberta, preparing to go onstage at a fashion show when her dressing room was bathed in bright white light. After the light passed she suddenly saw a huge man with blue skin in her dressing room mirror; she started to turn around and then.... nothing. The next thing she remembers is waking up in some sort of cell, a small room with "shiny silver walls, like glass or metal". Roberta was there too, still unconscious. Eventually a pale young girl came to the room and told her she was going to be part of some "divine experiment". Then two "ugly looking women in robes" led her down a corridor to a room with a strange looking door and placed her inside. "Then there were weird lights...colors... and humming sounds". This is the last memory she has before waking up in the hospital "All bloated up like this, all...huge ...my boyfriend won't even come see me, my career is ruined...."

As she recounts this, she breaks down sobbing, and asks the players to leave her alone; if they persist in asking questions she summons the nurse, and the heroes are told to leave the hospital.

NPCS FOR INTERLUDE II

On the next few pages we have stats and background material on the hospital's paranormal medicine expert, Dr. Sonja Southern and on her new celebrity patient, Angelica DeLynn. Dr. Southern's skills are going to be sorely tested by this new case. Professor Purgatory's work is very hard for anyone to undo. Although the PCs probably won't meet Angelica in her thin state, we've provided extra stats for her.



Generic Doctor

PL: 1

Str: 10 (+0) **Dex:** 12 (+1) **Con:** 10 (+0)
Int: 14 (+2) **Wis:** 12 (+1) **Cha:** 10 (+0)
Initiative: 0 **Attack Bonus:** 0 **Defense:** 0
Toughness Save: 0 **Fortitude Save:** 1
Reflexes Save: 1 **Willpower Save:** 1

Skills: Bluff 4 (+4), Concentration 5 (+6), Computers 2 (+4), Diplomacy 3 (+3), Knowledge (behavioral sciences or life sciences) 6 (+7), Knowledge (technology) 2 (+3), Medicine 6 (+7), Notice 4 (+5), Profession (doctor) 6 (+8), Sense Motive 3 (+4)

Background: Dr. Southern is not necessarily the first or the only doctor the PCs will encounter at the hospital. These are the stats for a non-specialist "general practitioner" or an intern. The kind of doctor you would meet in a crowded emergency room rather than a plush office.

Generic Nurse

PL: 1

Str: 12 (+1) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 12 (+1)
Initiative: 0 **Attack Bonus:** 1 **Defense:** 1
Toughness Save: 1 **Fortitude Save:** 1
Reflexes Save: 1 **Willpower Save:** 1

Skills: Bluff 2 (+3), Concentration 3 (+4), Diplomacy 2 (+3), Knowledge (life sciences) 3 (+4), Medicine 4 (+5), Notice 3 (+4), Profession (nurse) 6 (+7), Sense Motive 4 (+5)

Background: Far more frequently met with than any actual doctors in a modern hospital, these are the stats of a bona-fide Registered Nurse, with extensive training in medicine and first aid. A candystriper or volunteer nurse is likely to have much less Medical skill.

Some male nurses like to work and have muscles like horses (this helps them to carry patients around and just occasionally to restrain them) and at the GM's option, you could easily find one with a Strength as high as 16 or so.

Dr. Sonia Southern, M.D, Ph.D.



PL: 4

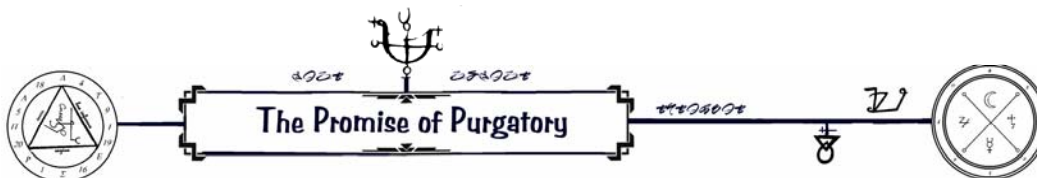
Str: 10 (+0) **Dex:** 9 (-1) **Con:** 14 (+2) **Int:** 18 (+4) **Wis:** 16 (+3) **Cha:** 14 (+2)
Initiative: -1 **Attack Bonus:** 0 **Defense:** 2
Toughness Save: 2 **Fortitude Save:** 2
Reflexes Save: -1 **Willpower Save:** 3

Skills: Concentration 6 (+9), Computers 5 (+9), Diplomacy 7 (+9), Investigate 6 (+10), Knowledge (behavioral sciences) 7 (+11), Knowledge (life sciences) 7 (+11), Knowledge (technology) 4 (+8), Medicine 9 (+13), Notice 4 (+8), Profession (doctor) 7 (+11), Sense Motive 6 (+10)

Feats: Beginner's Luck, Master Plan, Well-Informed

Complications: Clumsy. Forever knocking things over and apologizing for it.

Background: Dr. Southern is the hospital's Chief Specialist in charge of treating patients suffering from some clearly paranormal condition, often as a result of an encounter with a super-powered being, though such conditions also sometimes arise from alien abductions, exposure to unknown mutagenic



hazards, or contact with what some term “the supernatural”. She is perhaps as much on expert on such cases as anyone can be, given that often each tends to be unique, or nearly so.

She has had some limited success in treating patients who have been reduced to three feet tall by shrinking rays, had their anatomies rearranged due to a teleportation booth accidents, or been pulled into taffy-like shapes by a psychopathic matter-manipulator nick-named the Twist (currently on death row). While she has never effected complete cures, her innovative drug regimens and surgical techniques have in some cases been able to lessen the damage done to the victims of such incidents, enabling such unfortunates to live more complete lives than would otherwise be possible. Her patients are her number one priority, and she does all she can to ensure they receive adequate follow-up care and counseling.

The oldest child of an affluent, though not wealthy family (her father was a scientist, her mother was a moderately successful sculptor) she routinely waives her fee for those who cannot otherwise afford her treatments.

Dr. Southern is a petite, brown haired woman in her early forties, with fair skin and almond eyes that reflect her Anglo-Irish and Korean-American heritage. Pretty, despite too-thick glasses (astigmatism) and a prominent nose, she is usually casually dressed under her white lab coat. Extraordinarily bright, cultured, and well read, she is also laid back and witty. She sometimes makes shockingly cruel jokes about her patients' conditions (never within their earshot), but only as a defense against the pain she feels watching them struggle with their new limitations.

Despite her mellow attitude she is hard-working and disciplined, giving herself little opportunity for “down-time”, though she is close to several of her colleagues and remains friends with her ex-husband, Michael (they simply married too young-right out of college). She stays in good shape through power-walking and yoga,

though she is no natural athlete (actually Sonia's rather clumsy). She's pleasant company, unless the PCs verbally abuse or bully hospital patients or staff.

If the heroes conduct themselves properly during the hospital visit Dr. Southern could become a valuable contact for them. Besides her medical/scientific expertise, she also maintains extensive files on the medical effects of various super-normal powers and phenomena on the human body, which might provide crucial information on any number of future investigations in which the PCs may become involved.

Angelica De Lynn

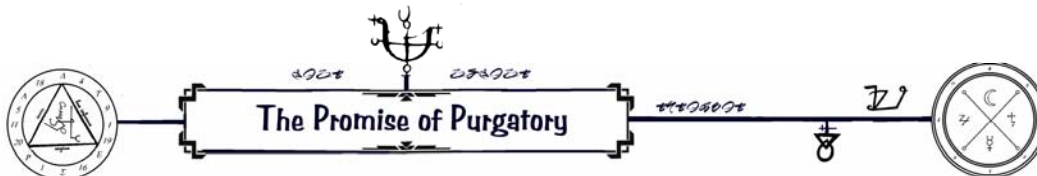


(Pre-transformation)

PL: 4

Str: 10 (+0) **Dex:** 12 (+1) **Con:** 14 (+2)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 18 (+4)
Initiative: 1 **Attack Bonus:** 0 **Defense:** 1
Toughness Save: 2 **Fortitude Save:** 2
Reflexes Save: 5 **Willpower Save:** 1

Skills: Bluff 5 (+9), Diplomacy 3 (+7), Knowledge (popular culture) 8 (+9), Knowledge (current events) 3 (+4), Notice 3 (+4), Performance 5 (+9), Profession (model) 8 (+9), Sense Motive 2 (+3)



Feats: Attractive, Connected, Benefit 4 (celebrity status, wealth +3), Fascinate
Complications: Celebrity, hounded by the press wherever she goes.

(Post-transformation)

PL: 2

Str: 6 (-2) **Dex:** 8 (-1) **Con:** 6 (-2) **Int:** 12 (+1) **Wis:** 12 (+1) **Cha:** 6 (-2)
Initiative: 1 **Attack Bonus:** 0 **Defense:** 1
Toughness Save: -2 **Fortitude Save:** -2
Reflexes Save: -1 **Willpower Save:** 1

Skills: Bluff 5 (+9), Diplomacy 3 (+7), Knowledge (popular culture) 8 (+9), Knowledge (current events) 3 (+4), Notice 3 (+4), Performance 5 (+9), Profession (model) 8 (+9), Sense Motive 2 (+3)

Feats: Attractive, Connected, Benefit 4 (celebrity status, wealth +3)

Complications: Celebrity, hounded by the press wherever she goes.

Drawbacks: Disabled (hugely obese, can barely move, makes all Fortitude Saving Throws at a -2, in addition to the penalty for her low Constitution score) -4

Background: Angelica De Lynn is Hollywood royalty, the daughter of a famed director/screenwriter and a noted European actress. Her face was gracing fashion magazine covers by the time she was 17, and she won a supporting actress academy award by the time she was 25, for her breakout role in *Girl Excited*.

Never shy about her breathtaking beauty or smoldering sexuality, she has been involved in several high-profile relationships (with both men and women) and made a series of controversial statements about politics and religion. She has also served as a spokeswoman for a

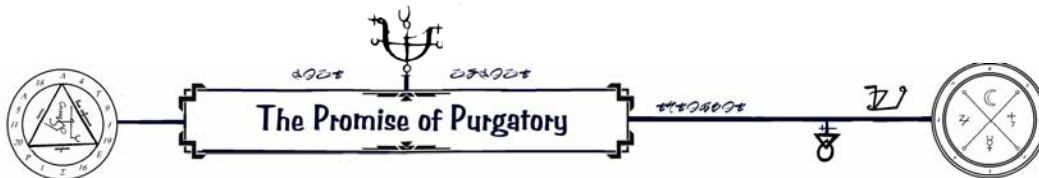
number of worthy causes, donated millions to charities, and been hailed for work in raising awareness of the plight of children in underdeveloped nations.

Her unconventional lifestyle brought her to the attention of Professor Purgatory, who inflicted a rather humiliating transformation upon her.

Though understandably traumatized when the PCs meet with her in the hospital, Angelica is an intelligent and strong-willed woman (though she can also be emotional and impulsive) and will eventually recover her determination and self-confidence. If the PCs can't find a way to reverse the effects of the Transcendence Chamber, she will set out to do it herself, and when conventional efforts (including even gastric bypass surgery) fail, she will pursue more esoteric means.

Initially embarrassed to be seen in the public light, she will eventually turn to using her fame, wealth, and connections to call more attention to victims of parahuman violence. This may well result in a good bit of negative media attention towards all super-humans—not just those of the criminal or psychotic stripe.

Appearance: Before her time in the Transcendence Chamber, Ms. De Lynn was an absolutely lovely young woman of 32, with strawberry-blond hair, green eyes, milky-white skin, and a slender, toned (but well-endowed) body. After her stint in the chamber she sports a massive 430+ lbs female physique, flabby and almost comically pear-shaped. Her hair is now deep red and her eyes have gold flecks in them.



SCENE IV: A DATE WITH DEATHWATCH

Shortly afterward, the team receives word via a live radio news broadcast that a super-villain battle has broken out downtown in the midst of early-evening rush hour. Reports are still coming in, but two of the combatants have already been identified. One is Captain Kill-You and the other is Deathwatch! Deathwatch is the last active member of the Hex-Men...and likely the most dangerous. His presence is a surprise, as he hasn't been in this part of the country for years.

The Motley Crew lured Deathwatch back to the city by putting out the word that they had kidnapped his old girlfriend Carla, and would begin torturing her if he didn't show up at the specified address, a now abandoned hotel once known as the King Edward. Deathwatch had another reason to come as well—the last remaining artifact from the museum heist is still here in town. The Mask of Harmony had been worn by The Panic, Deathwatch's teammate, before The Panic's apprehension. After the authorities took it from him, it has been housed at the Paranormal Defense Initiative research center, a government funded lab associated with one of the city's elite universities. Deathwatch hoped to rescue Carla, then "liberate" the Mask of Harmony from the PDI to further increase his own powers. When he arrived at the King Edward hotel he was immediately attacked by Blitzenhammer, Captain Kill-You, and Vampire Girl.

Deathwatch managed to get past them and reach the room where Carla was being held, only to be ambushed by Warpath. He refused to go down easily, and crashed through one of the building's walls, tumbling to the street along with tons of debris.

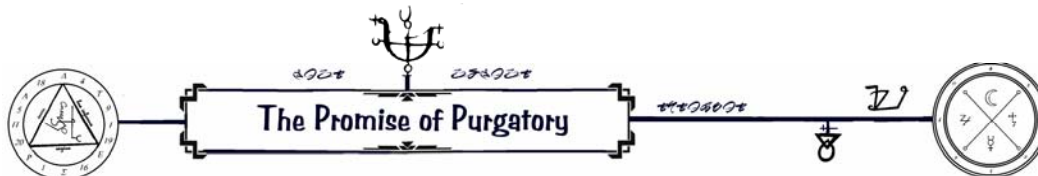
The Crew immediately set out after him, and Deathwatch has since been fighting a running battle with the Motley

Crew, turning a six-block length of the downtown area into a war zone.

When the PCs arrive dozens of people are injured, cars are overturned, building fronts have been smashed open, and fire hydrants are spewing water all over the streets. The air is filled with sirens, car alarms, and screams.

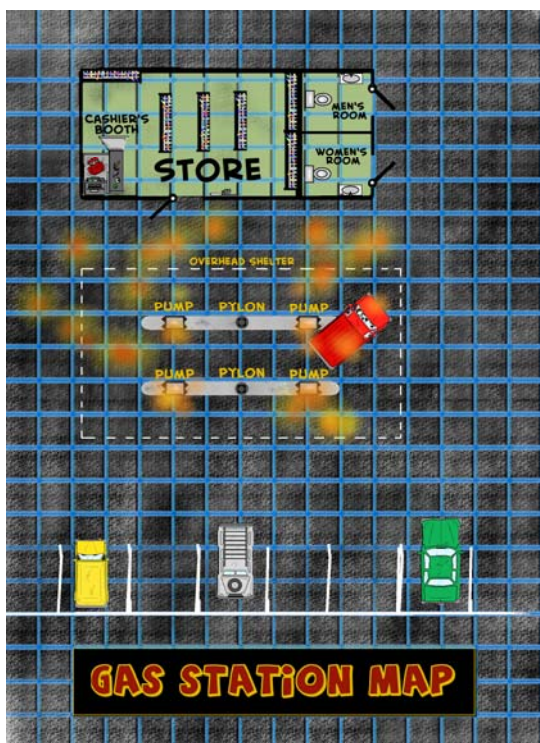
They spot Deathwatch fleeing down a side street, scattering any bystanders in his path. However, as they move to pursue him they are suddenly attacked from above by the Motley Crew, all of whom are riding the same type of flying platforms used by the Borderers during the Excelsior bank siege. Warpath and Captain Kill-You (wielding a broken lamp post) will attack the heroes up close, while Blitzenhammer blasts away at them with his enchanted hammer. Vampire Girl hangs back and looks for opportunities to take cheap shots at heroes with her Drain (one of the few powers she can use during daylight hours). The Crew will engage the heroes for a couple of rounds, and then Warpath will abruptly order their retreat.

If the heroes attempt pursuit they are interrupted by the sound of an explosion followed by screams begging for help. In an attempt to create a diversion, Deathwatch has hurled a pickup truck into a gas station, igniting the pumps and trapping everyone inside the truck and service plaza behind a wall of fire. The characters have a rescue to complete before they can go after Deathwatch or any of the other villains.



Gas Station Rescue

Here's a map of the burning gas station. Each square is five feet across. The orange areas on the map are flames, and will do PL 5 damage to anyone who passes through them (unless of course they're immune to heat, flames, etc).



The pickup truck has damaged all four pumps and the overhead shelter, and come to rest against the upper right pump. No one is inside the truck, but that's not immediately obvious through its shattered windows (Notice skill roll vs. DC 20). The metal frame of the truck is very hot and anyone who touches it will suffer a PL 2 heat attack.

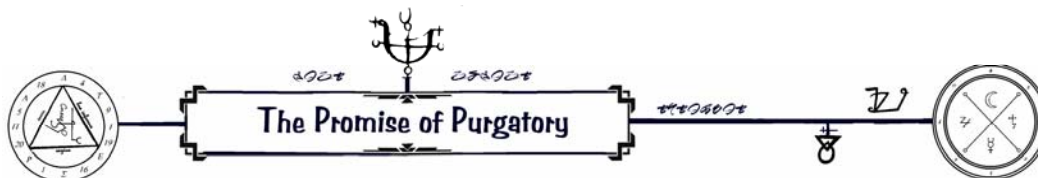
If anyone picks up the truck or bumps into one of the damaged pylons with a strength of greater than 20, there is a one in two chance that the overhead shelter will collapse, doing PL 6 damage to anyone trapped underneath it.

3 PL 1 civilians are trapped in the store, afraid to make a run for it. The store has windows on the front side, facing the flames, but none on the sides facing away

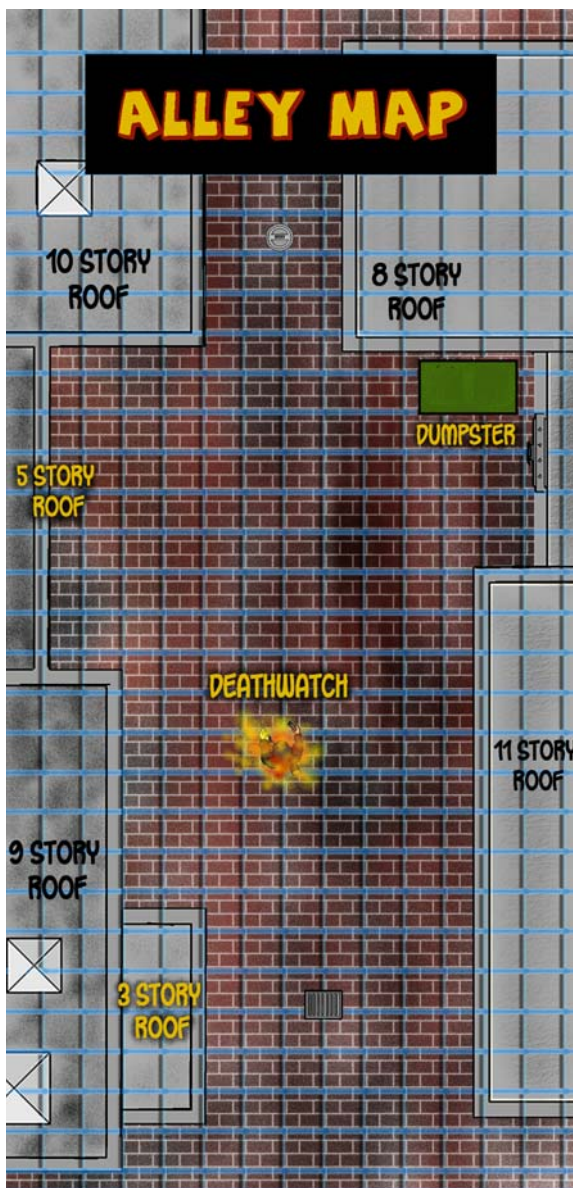
from the burning pumps. The walls of this concrete blockhouse are pretty tough—Toughness 6. But the wall which separates the restrooms from the interior of the store is only Toughness 3. Four PL 1 civilians are in the store, including the clerk, who is locked in his bullet-proof booth. They all have Fortitude, Willpower, Reflexes and Toughness saves of +0. The clerk is dazed and panicky (he's a recent immigrant from Senegal, his brother owns this gas station and he's watching their whole business go up in flames before his eyes), and it will take him two full rounds to be able to pull himself together enough to unlock his booth. There is a fire extinguisher inside the booth, but it doesn't work.

By the time all the civilians are rescued from the gas station the Motley Crew are long gone but Deathwatch can still be seen continuing his escape, heading behind a run down tenement building. The heroes catch up to Deathwatch just in time to see him being thrown out of a dark alleyway. He lands on a nearby parked car, crushing the roof flat and shattering the windows. A DC 15 Notice check allows the PCs to catch a glimpse of a large, bulky shadow in the alley, before it disappears in a quick flash of white light. Deathwatch rises from the wreckage doubled over in pain, clutching his chest and moaning. The mystic breastplate he wore has been torn away from him, exposing raw, bloodied flesh on his chest and shoulders. His torso is then suddenly wreathed in dark flames, and his skin begins to blacken and burn. Screaming in pain, he charges into the street, wildly flailing his arms, violently knocking several people aside as he moves furiously past them. As cars swerve around him, he begins shouting threats and shaking his fists in the air as the fire continues to play across his skin. *"Murder you all! Murder you like you've murdered me! Where are you? Kill all of you!"*

Deathwatch then turns and randomly fires a blast of corrupt energy at an SUV parked across the street, causing it to explode in a shower of glass and metal. He then staggers into another nearby alley.



The heroes have little choice but to take Deathwatch down; despite the injuries he has suffered, Deathwatch remains a menace.



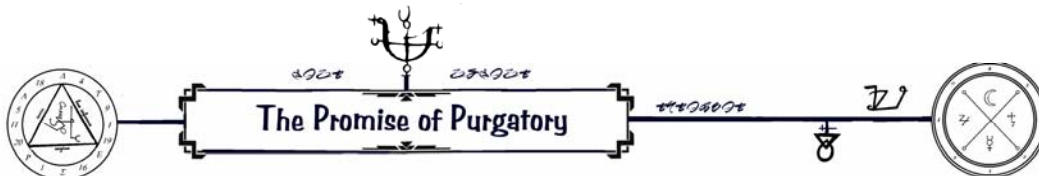
Deathwatch is terribly hurt, the pain from the flames growing more intense each round, but he will nonetheless fight fiercely, striking out at all around him. He's insane with agony and rage, and sees the heroes as enemies no matter how they attempt to reason with him. If he's not stopped he'll likely kill several civilians before he

succumbs. Deathwatch was susceptible to having the Seal of Despair removed—each round he must succeed on a DC 15 Fortitude saving throw or grow even weaker (see *M&M* core rulebook, page 127)—but the GM should “fudge” this a bit so that he lasts just long enough to give the heroes a good fight before he collapses. See the statistics for Deathwatch provided on Page 37. His desperate, near-berserk state grants him a 2 bonus on his attack rolls, but imposes a -2 penalty on his Defense. He's also injured from his skirmish with the Crew, suffering a -4 penalty to his Toughness saving throw.



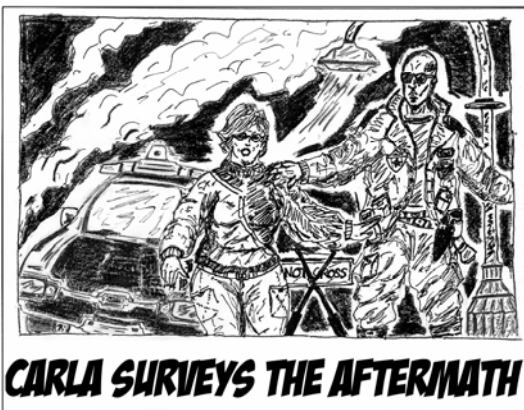
He eventually succumbs to his susceptibility, and falls writhing to the ground. When the black flames finally flicker out, his limbs are stick-thin, his flesh is covered in gray ash, and his features are twisted in pain. The black-clad villain begins to choke and sputter, but gets out some final words: “*Purgatory... he said...the Seal was his by right... The Mask of Harmony... PDI center... check if Carla is all right...she's in ...King Edward building...save her... Purgatory... he's alive... Professor...*” he then either expires, or alternately descends into a coma, if the GM wishes to keep him alive for later use.

After making sure the scene is secure and seeing that Deathwatch (alive or dead) is properly attended to, the team should investigate Deathwatch's final statements to them, beginning with going to the King Edward building. When they arrive they find numerous police and emergency



vehicles and a large crowd gathered outside. When police entered the building they found a Ms. Carla Amaretto bound in chains on the floor of one of the rooms. When asked about her connection to Deathwatch, she explains that she and John--(John Grail, that is, Deathwatch's real name)—dated for three years, when they were in their twenties. She broke it off when he began to show more and more signs of instability. They hadn't seen or spoken to each other in ten years. He said he would always love her, no matter what. It appears he meant it.

You can find stats for Carla on Page 38, if you need them.



[GM's Note: One option is to have Deathwatch prove a bit more resilient than the other Hex-Men, partially recovering from his injuries enough to make an appearance when the Motley Crew assaults the Paranormal Defense Initiative research center. In this case he is after the Mask of Harmony, just as they are, and will fight both the heroes and the other villains for its possession. Perhaps he even breaks Lady of Fate out of prison to assist him, despite her weakened physical condition.]

NPCS FOR SCENE 4

We have included stats and background information for both Deathwatch and his former girlfriend, Carla Amaretto.

DEATHWATCH

Here are some stats for Deathwatch. He's dying by the time the PCs reach him, and makes all Fortitude and Toughness saves at a -4. If he later participates in the raid on PDI, his rolls have sunk to a -6, and he can't use his energy drain abilities.

PL: 14

Real Name: John Grail

Str: 28 (+9)/18 (+4) **Dex:** 16 (+3)
Con: 18 (+4) **Int:** 10 (+0) **Wis:** 18 (+4)
Cha: 16 (+3)
Initiative: 3 **Attack Bonus:** 12
Defense: 8
Toughness Save: 9/4 (without breastplate) **Fortitude Save:** 11 **Reflexes Save:** 6 **Willpower Save:** 6

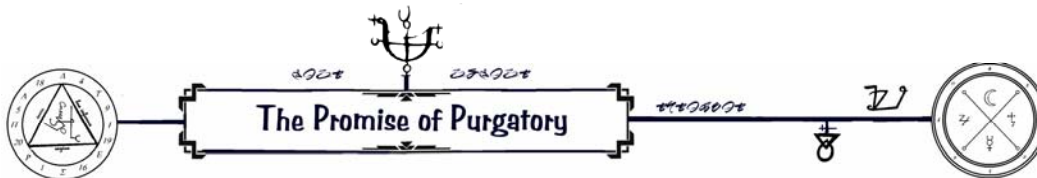
Skills: Acrobatics 7 (+10), Bluff 5 (+8), Climb 5 (+8), Gather Information 5 (+8), Intimidate 9 (+12), Knowledge (streetwise) 4 (+4), Notice 6 (+10), Stealth 11 (+14),

Feats: All-Out Attack, Contacts (in criminal underworld), Fearless, and Attack Focus (Ranged), Dodge Focus 5, Improved Grab, Improved Grapple, Power Attack, Quick Change (human guise to cyborg form), Rage, Takedown Attack, Ultimate Effort (with attempts to resist mind control)

Powers: Device 10 (Breastplate, hard to remove; Drain [Any Stat, one at a time; Extras: Has Range, Vampiric] 10, Regeneration 5, Protection 5), Hellfire Control (Darksoul Energy) 12, Leaping 10, Mental Blast 12 ("Psi Missiles"; Extra: Area [explosion]), Nauseate 9 (dark-soul energy, Extras: aura, duration [concentration]; Flaws; Limited to Sicken effect, Fades) Paralysis 10 (Extra: Range; Flaw: Requires eye contact with the target), Speed 4 ranks (cyborg running-80 mph), Super-Senses 4 ranks (range,) Super-Movement 2 (Wall-Crawling), Super-Senses 6 (Dark Vision Direction Sense, Distance Sense, Extended Sight and Hearing x10)

Complications: Manic-Depressive, Utterly in love with Carla Amaretto

Drawbacks: Dies if the Seal of Despair is ever removed from his chest, losing 1 pt of



Con every round until he hits zero and dies (5pts)

Background: Conspiracy theorists suggest that the man called Deathwatch was created in PDI's labs—an ill-advised marriage of cybernetic technology and ancient mysticism. If this is true, he isn't telling and neither are they. His powers do seem to derive from some weird combination of magic and cybernetic implants.

He served with the Hex-Men for years, one of the group's core members. He frequently argued and fought with the others, but they were the closest thing he had to a family. As time went on, they all grew increasingly sick of his vicious anger and bouts of instability. His bad behavior seems to have been one of the things that broke the team up (although of course this is impossible to be sure of). The team was good for his tenuous mental equilibrium, and without them he has grown steadily more dangerous.

If the GM decides to have Deathwatch survive and resurface in the Assault on the PDI research center scene, he acts as if constantly fatigued, and suffers a -6 penalty to Toughness saves. He now has the drawback: Cybernetic Seizures -- every round the GM should roll a d20 before Deathwatch acts; on a roll of 1-5 he cannot move or attack, though he can defend himself normally.

Appearance: John Grail is 5'11" tall, with a blocky, muscular build. He has a dour look about him, with dark eyes, a perpetually grim expression, and a shaved head (to conceal a receding hairline). When he shifts into his Deathwatch form he is clearly a combination of man and machine, a 6' 2" tall skull-faced cyborg with an exoskeleton of silver and black body armor and a left arm that can morph into a combination blaster/missile launcher.

Personality and Demeanor: Deathwatch is manic-depressive, a little schizoid and totally homicidal. He was always angry, always quick to resort to violence, but he has grown much worse and much more unstable in recent years. He knows this, he regrets it, but he's unable to get it under

control. He thinks he will die soon. He's right.

Deathwatch claims never to have loved or believed in anything, but it's a lie. When he was twenty five and a little less crazy he fell in love with Carla Amaretto. It was a surprisingly normal relationship for a supervillain. They went on dates, held hands, made out under the stars after rock concerts in the park. She was much too sane and responsible for him, but that was just what he needed. They dated for three years, he got too crazy, she dumped him and they haven't seen each other for a decade. But he loves her still, hopelessly and utterly. She was the only good thing that ever happened to him, and she's only human being he feels any sympathy for. He has never harassed her, never stalked her, never sought revenge against her for dumping him. In fact, he avoids going back to this city to keep himself from being tempted to see her. Now she's in danger and he'll do anything at all, no matter how vicious, evil or foul, to save her. He has no illusions that she'll take him back if he rescues her, but he figures he's entitled to do one genuinely decent thing in his life. It's a shame that he's going to fail.

Carla Amaretto

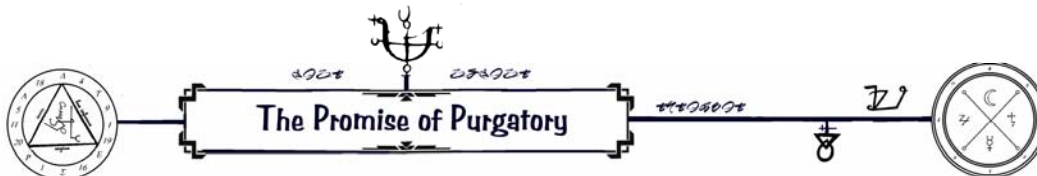
PL: 2

Str: 8 (-1) **Dex:** 12 (+1) **Con:** 12 (+1) **Int:** 14 (+2) **Wis:** 16 (+3) **Cha:** 16 (+3)
Initiative: 1 **Attack Bonus:** 0 **Defense:** 2
Toughness Save: 1 **Fortitude Save:** 1
Reflexes Save: 1 **Willpower Save:** 3

Skills: Bluff 2 (+5), Diplomacy 5 (+8), Knowledge (business) 2 (+4), Notice 2 (+4), Profession (bank teller) 5 (+8), Profession (real estate agent) 3 (+5), Sense Motive 5 (+8)

Feats: Attractive, Inspire

Background: Here are some stats for Deathwatch's former girlfriend. She's a sensible, balanced woman in her thirties with a fatal weakness for stray kittens, lost dogs and guys like Deathwatch. These days she's not as naïve as she was in her twenties, but she still finds it hard to resist



helping people in trouble. This trait has caused her more grief than anything else in her life, she will concede with a wry smile, with the possible exception of Deathwatch himself.

Carla used to have big hair, but she wears it in a business cut these days. She was a bank teller for much of her adult life, but she's selling real estate now and finally starting to get ahead. She doesn't have a lot of formal education, but she's smart and articulate all the same. The only reason she doesn't have a college degree is that her father kicked her out of the house when she was 18 (he didn't like her boyfriend).

Carla has gained quite a bit of weight since she was dating Deathwatch, but to him she'll always be the same. She's a little flattered by the fact that he's still attracted to her even after she's gotten heavy, but she knows better than to ever get involved with him again. And now, of course, it's too late.

FOLLOW UP V: FAMOUS LAST WORDS

The characters should rightly assume that Deathwatch's last statements are important clues as to what has been going on. A minimal amount of investigation or a Knowledge roll vs. DC 15 will allow the PCs to determine the initials PDI are an acronym for the Paranormal Defense Initiative, a government project charged with discovering military applications for—and counter-measures against—paranormal phenomena (including super-humans). One of the Initiative's sites is located downtown, where the research is conducted in partnership with scientists from one of the city's leading universities. With a Gather Information or Knowledge (current events) roll vs. DC 15 a Player Character finds out (or remembers) that a few news reports written about the Hex-Men speculated that Deathwatch's cybernetic mechanisms resembled PDI designs, though government officials refused to comment.

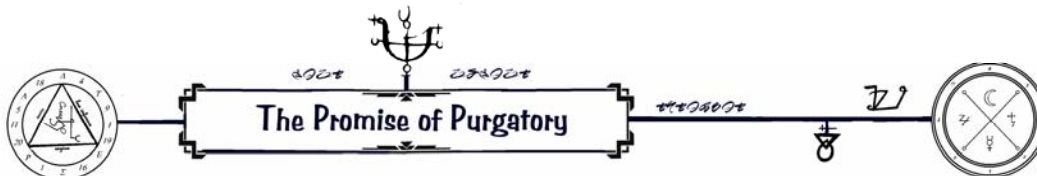
The Mask of Harmony, which Lady of Fate previously mentioned, was worn by

the Panic. The Mask amplified the Panic's psychic powers, enabling him to affect hundreds of people. When the Panic was captured and the Mask removed it seemed to trigger a mental breakdown, sending him into a catatonic state. The artifact was confiscated by the PDI for study; because the city museum also had a legal claim, the feds agreed to conduct their research within city limits, at the local branch of the Initiative.

If the PCs correctly interpret Deathwatch's use of the words "Purgatory" and "Professor" as referring to a person, they can readily discover that at least one supervillain has used the name Professor Purgatory in the past; a search of newspaper articles/web postings (Gather Information, DC10) reveal that this figure first appeared in the late 1930s, when he was initially lauded as a "hero", but that his activities became increasingly bizarre and violent as time went on. By World War II, he was attacking celebrities and ordinary citizens as well as criminals. No one seems to have understood this behavior. Was he insane? Was there a pattern behind his seemingly random assaults? No one ever figured it out, but then again no one appears to have tried.

Numerous articles detail the Professor's crimes, as he clashed with the authorities (including super-heroes) across several decades. His pattern was unusual for a masked villain. He would lie low for a few years, then attack a superhero or a politician or a famous actor or some poor random Joe, drawing down the wrath of the authorities on himself once again. He didn't rob banks. He didn't attempt to blackmail any national governments with a death-ray or an atomic bomb. He never attempted to destroy the world, or to conquer it. His actions were much more mysterious.

Professor Purgatory's depredations came to an abrupt halt in 1983, where he was apparently slain in Beijing, China, in a clash with a contingent of Chinese super-soldiers. This incident left two hundred dead and caused over 100 million dollars in property damage. Professor Purgatory's



body was never recovered, but there no credible reports of the Professor reappearing after this date.

The Professor's powers were believed to derive from his gleaming suit of armor, but as he was never taken into custody this remained unconfirmed. Many reports about his abilities were conflicting and inconsistent [*GM Note: Professor Purgatory can summon any number of mystic effects, so feel free to present the PCs with as much or little information as wished as to his abilities*] so the various eyewitness accounts are of limited usefulness.

OPTIONAL: THE HEX-MEN

It's possible that the PCs might investigate the origins and history of the Hex Men. There are some things they can find out, although not a lot of it is relevant to the case at hand. To keep you from having to make it all up, here's a brief history of that troubled team.

The Hex-Men were a supernatural villain group led by Hex-Light. The roster of the Hex-Men changed several times over the years, though Hex-Light, Deathwatch, and Lady of Fate remained the core members. Hex-Light used "mirror magic" to create illusions, alter the shapes of people and objects, and teleport via mirrors; Lady of Fate manipulated probabilities, usually to cause accidents or small-scale disasters;

Deathwatch was the most dangerous of the three—a man-machine developed as part of the Pentagon's secret "Paranormal Defense Initiative." In addition to being extraordinarily strong, fast, and tough, Deathwatch was equipped with a host of occult-engineered weaponry. He could project destructive corrupted soul-energy, fire missiles that created mental shockwaves, freeze victims with his "deathless gaze" —he was generally equipped to wreak havoc. He was also a manic-depressive who regularly erupted into fits of anger and violence. Many of Deathwatch's systems were based on Professor Purgatory's designs and

schematics—blueprints the government confiscated from one of the Professor's lairs after his apparent death.

Seven years ago, when the group looted the city museum, they also included Mystery Mistress (acolyte of unreality), The Panic (inducer of mass hysteria), Turn-Key (space/time manipulator), and Under-Man (an inhuman powerhouse, vastly stronger and more durable than any mere mortal human being).

The Hex-Men became far more dangerous after the theft, as they found some means of activating the mystic properties of the artifacts, using them to enhance their own powers—for example, the "Seal of Doom" breastplate allowed Deathwatch to steal spiritual energies from others, while the gauntlet called the "Left Hand of Fate" allowed Lady of Fate to change reality, granting twisted wishes like a malign genie.

The Hex Men were always a fractious team and split up for good a couple of years after they robbed the museum. By now most of them are dead or in prison.

Turn-Key and Under Man both got killed in separate battles with superheroes (the PCs weren't present for either of them). Lady of Fate has been in prison for three years and will probably remain there for the rest of her life.

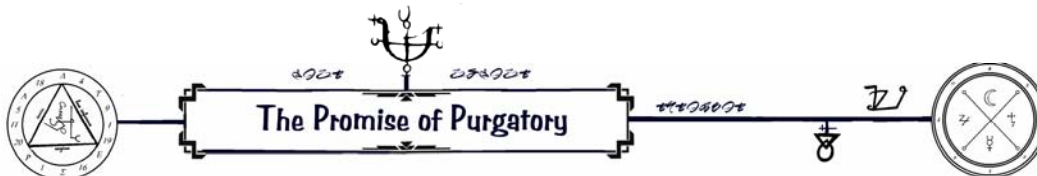
The Panic got caught at around the same time as Lady of Fate. When they pulled the Mask of Harmony off of him, he suffered a permanent psychotic break and now resides in a state mental hospital.

Hex-Light himself was finally captured just a few months ago, and is being held in some kind of special containment facility while he awaits trial.

No one has seen Mystery Mistress in five years—she could be dead, in another dimension or a soccer mom by now.

Deathwatch remains at large, still living by his wits and the fruits of his crimes. Violent and half-crazy, it's only a matter of time before the authorities bring him down.

Game statistics are provided only for Deathwatch, and Lady of Fate as they are



the only Hex-Men who play an active role in this adventure (though Hex-Light has an “off-panel” role). The GM may use the brief descriptions provided for the others to draw upon if he/she wishes to enlarge their roles in the adventure. The Game Master should also feel free to add to/alter the history of the Hex-Man as suits the campaign.

While the powers of the magic items stolen from the museum are briefly touched upon in some instances their exact powers are not detailed; their only purpose in the adventure is as the components of Professor Purgatory's Transcendence Chamber. Even if the chamber (or the *Paradise Delayed* itself) is destroyed, the artifacts survive, and can certainly reappear in their original forms back on Earth, scattered across the world again. The GM may assign any characteristics desired to the items if there are ever again used in the campaign. The objects' powers may vary from user to user. As can be inferred from the narrative, each of the objects carries a curse, resulting in psychological and physical dependence.

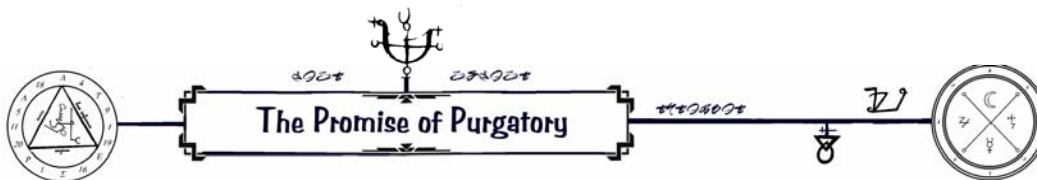
INTERLUDE III: PUTTING IT ALL TOGETHER

A careful reading of the reports regarding Professor Purgatory indicates he targeted those he deemed immoral, those whose behavior flaunted “traditional” moral values. Several of the kidnapping victims clearly fit this definition—Ms. De Lynn, for example, had recently had an affair with the movie star husband of an actress regarded as “America's Sweetheart”—and a close examination of the other victims' personal lives reveals similar peccadilloes (the housewife ran an internet pornography site; the professor's writings essays decried conformity and tradition, and so on). The only exception appears to be Angelica De Lynn 's assistant, Roberta Seat, described by all as a hard-working, kind young woman.

[GM's Note: *This was another mistake on the part of Captain Kill-You; he wasn't paying attention when Warpath told him that Ms. De Lynn was his only target]*

The characters should be able to put the clues together easily at this point. They should deduce that the assaults on the former Hex-Men, the bank theft, and the rash of abductions are related, all performed at the behest of Professor Purgatory, who was not killed in the Peking incident (arch-villains rarely stay dead, after all).

The Professor has obviously put together a villain team to collect the mystic artifacts that the Hex-Men stole from the Noir collection—but why? Is he assembling some arcane super-weapon? Angelica De Lynn and James Sawyer must have been transformed at the Professor's hands, but why has Professor Purgatory begun tormenting “sinners” again after all these years?



SCENE V: ASSAULT ON THE PDI RESEARCH CENTER

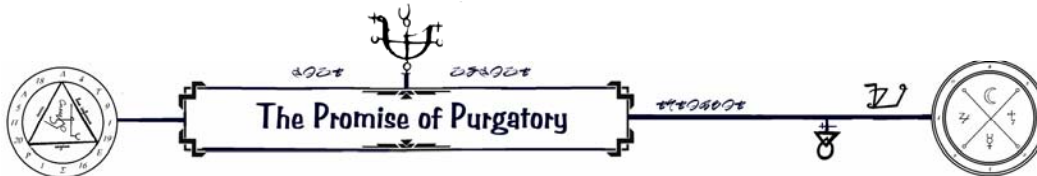


The pattern of the recent attacks has not escaped the authorities; anticipating an attempt on the Mask of Harmony, the officials in charge of the PDI request the PCs' assistance in protecting the local site, explaining that it would be more dangerous to move the Mask at this point. Once on site the heroes are welcomed by head administrator Dr. Malinowski, introduced to chief of security Captain Carpenter (a PL 4 federal officer—you can find his stats and background on Page 64), issued green site passes, and given a brief tour of the building.

GM Note: Vigilante PCs who operate outside the law will likely not receive such an invitation, and will have to patrol the PDI center from the outside, watching for signs of attack; in this case they will have to overcome the building's security measures before getting inside.

The PDI Research Center is a four story building located at the outskirts of the university campus, which is itself semi-isolated from the rest of the downtown area. From outside the building is a non-descript rectangular structure composed of reinforced concrete and steel (Toughness 10) the only unusual characteristic being the lack of windows on the top two levels -- above the two floors windows exist only at the building's corners, and these are heavily tinted (one-way bulletproof glass). The building is surrounded by a clearly-marked electrified fence (Toughness 3, DC 5 electrical attack each round against anyone in contact) and both the front and back entrances have locked gates. The gates are equipped with card readers that allow access for the staff and an intercom system for visitors to use. The back entrance also serves as the loading dock; a forklift, two vans, and several heavy crates are in the courtyard. The top of the building is outfitted with an observatory dome and a helicopter landing pad. For simplicity's sake, assume that all of PDI's interior walls have a Toughness of 10, except for the Vault in the basement, which has a Toughness of 15. Most of the building's Interior doors are Toughness 5. Bulletproof glass doors are Toughness 8, and armored metal doors are uniformly Toughness 10, except for the giant vault door in the basement, which is Toughness 13.

Despite the building's formidable facade, the research going on inside is relatively low-level, and few truly powerful objects are housed within; the really top-



secret research done by the PDI takes place in far less public locations.

The center's first floor largely consists of staff offices, with a small cafeteria, a recreation room, along with a few labs and storage rooms related to less-than-classified research. The second floor holds a few more administrative offices but is more given over to lab space, though none of the experiments underway here pose any potential dangers. The upper levels are where higher-end research dealing with active paranormal phenomena is conducted, and where classified records are stored. The observatory is used to gather data on how astronomical and meteorological phenomena influence supernatural events. Quarters and weapons lockers for the building's security forces are located on both of the uppermost floors. The building also houses a basement, located twenty feet below ground where the more dangerous artifacts/materials are stored when not in use. Basement access is restricted (see below).

A pair of passenger elevators and a freight elevator connect the levels of the building, though a green security pass (issued to research assistants and visitors) is required to reach the upper floors, and a blue pass (permanent staff only) is needed to access the basement floor. There are stairwells on either side of the building, but only the one on the right leads to the lower level, and Toughness 10 doors bar entrance to the upper levels and the basement corridor. Card readers built into the doors allow entry to those with the appropriate security cards.

The research staff are unarmed PL 1 civilians and will behave accordingly in combat, seeking only to escape via the nearest exists. Security for the complex is maintained by 20 PL 3 federal marshals, equipped with automatic pistols and flak jackets; in addition there are also three teams of PL 5 guards in power armor, operating in four-man squads, armed with blaster rifles, heavy truncheons, and stun guns. One such team is stationed on each floor of the research center. The security

personnel are highly disciplined and will do everything in their power to protect the research center.

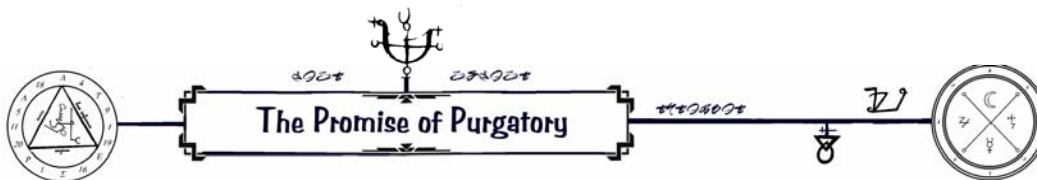
Stats are provided for the marshals, Captain Carpenter, Dr. Malinowski and the rest of the PDI staff on Pages 63-65.

The staff has moved the Mask of Harmony behind a lead-lined steel vault located in the basement. The vault has Toughness 15 and can be opened only by punching in the proper code (DC 30 Intelligence check to guess) on a computer key pad built into its door. One of the power-armor units has been stationed outside the vault.

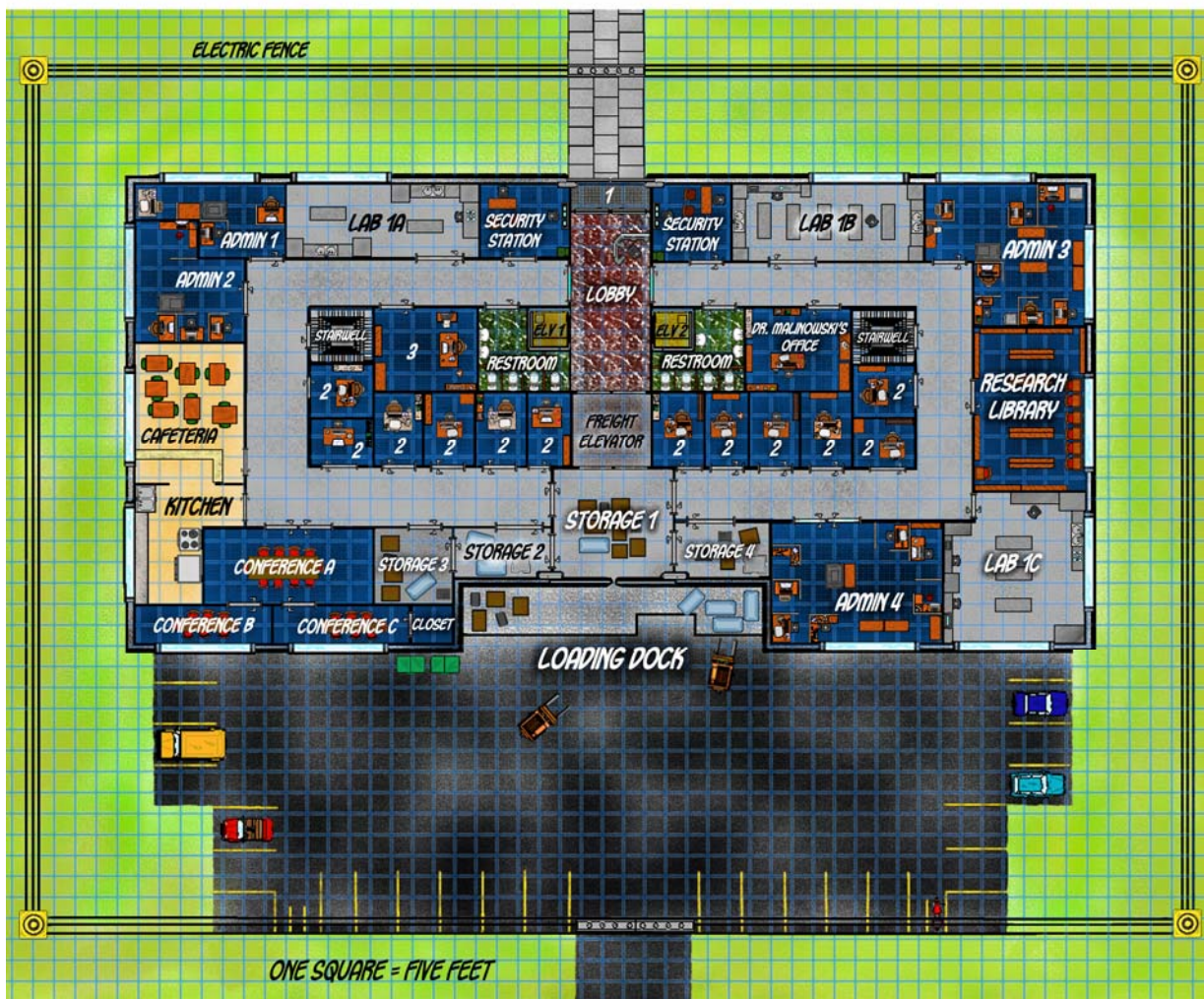
GM's Option: Weird Science

As mentioned above, this facility isn't one of the ones where PDI carries out its most secret research—it's much too close to a major center of population for that. No one is building anything like Deathwatch upstairs. However, if the GM wants to create additional complications for the PCs, there may be some truly dangerous experiments going on in some of the labs, which it might be hazardous to disrupt (by smashing your way through the wall while beating on a supervillain, for example).

As a rule of thumb, disrupting one of the more dangerous ongoing experiments should have a 20% (1-4 on d20) chance of unleashing an explosion, with a Damage Class of 7-12. The blast could involve chemicals, radiation, or even psychic/magical materials. More esoteric experiments might inflict lingering effects beyond mere physical injuries, at the whim of the GM.

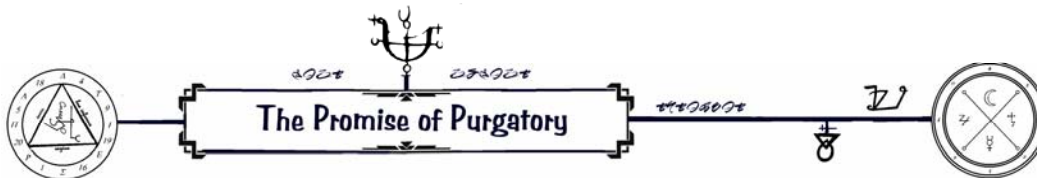


PdI FIRST FLOOR



MAP LEGEND

DOOR	CRATES	DUMPSTER	GATE	1: VESTIBULE
ARMORED DOORS	SINK	STAIRS	ELECTRIC FENCE	2: RESEARCH STAFF OFFICES
ARMORED SLIDING DOORS	ELEVATOR	COMPUTERS	CONCRETE FLOOR	3: DEPARTMENT HEAD'S OFFICE
ARMORED GLASS DOOR	CHAIRS	FORKLIFT	ASPHALT	
			CARPETING	



Vestibule

Kept unlocked during business hours, this vestibule allows visitors to wipe their feet and shake out wet coats and umbrellas before they enter the building's lobby. A thick grey mat covers the entire floor. It can hold gallons of excess water. The interior doors are made of bulletproof glass (Toughness 8), but they are subtly tinted so that it's extremely difficult to see into the lobby from the vestibule (-4 to any perception skill rolls that rely on normal vision).

Lobby

PDI's lobby has a red marble floor, much nicer than most of the building, which either has bare concrete or dingy blue industrial carpeting that Dr. Malinowski was able to get for cheap in bulk. An awkwardly placed security desk faces visitors as they enter the building. This desk is staffed by a US Marshal in uniform, 24 hours a day. From the desk, the officer on duty can monitor the security cameras in the elevators, the first floor hallways and outside the building (including the loading dock). Whoever is sitting at the desk can also open the locked doors leading into the first floor corridors--otherwise this requires a blue or green security card. There is also a silent alarm that will alert the staff on duty in the Security Stations, the Communications Center in the basement and in all four of the Ready Rooms on the third and fourth floors. Behind the corridor access doors are the doors to the restrooms (this is the only floor on which the bathroom doors are locked--they require a blue or green security key to enter) and behind them are the two passenger elevators, facing into the lobby from either side. At the back are the doors to the building's giant freight elevator.

Restrooms

Tiled in green marble, with brass fittings and hardwood stall doors, no expense was spared on PDI's bathrooms. They are considerably more luxurious than the rest of the facility, perhaps because they are one of

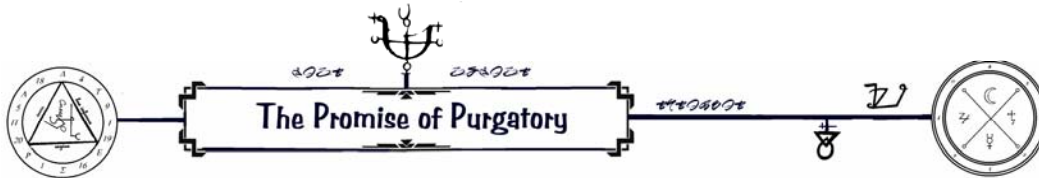
the places that potential funders and government bigwigs are sure to see. The bathrooms are officially unisex (that's why there aren't any urinals) but no one is really comfortable with that arrangement, so by unofficial agreement the one to the left of the elevators is effectively the ladies' room and the one on the right is the men's room. Often crowded, they really aren't big enough for a building this size.

Elevators

PDI has two passenger elevators, which face each other across the red marble floor at the rear of the Lobby. Both elevators are identical, with shiny gold interiors that are kept so neatly polished that you can see your face in them. Like the bathrooms, no expense was spared here. Also like the bathrooms, they aren't big enough for the building's needs, so they're often crowded and passengers frequently have to wait a long time before one comes. A lot of staff have actually taken to riding in the freight elevator, when it's available. Only the passenger elevator on the right goes all the way down to the basement. There are shiny round brass buttons for all four floors, but you can only visit floors three and four if you wave a blue or green security card in front to the plate (the six administrative staff who work on the 4th floor have special orange passes which admit them to that floor only). Otherwise the buttons don't light up and the elevator doesn't budge. Getting out of the upper floors requires no key, you can go down to Floors one and two without using your card. It does require a security card to travel between floors three and four, even if you are going down.

Freight Elevator

At PDI, they are constantly moving heavy equipment in and out of their labs, so they have a truly enormous freight elevator. It's a lot less convivial than the passenger elevators, with a harsh grey metal interior and dirty padding on its walls. There are two sets of doors, one on the front and one on the back, to make it easier to use.



Because the passenger elevators tend to get overcrowded, a lot of staffers (among them Dr. Malinowski) have taken to riding the freight elevator whenever possible. It requires a blue or green security card to open the elevator's doors and a blue card to make it go to the basement. Apart from this, there is no special security on the inside. You can reach the upper floors without using your card a second time.

Stairwell, 1st floor

Despite the way the map depicts them, PDI's stairwells don't actually have any open space in the center. A Toughness 8 wall runs between the staircases, which makes the stairwells much easier to defend level-by-level in the event of an attack. There is one straight stairway per floor, with no landings between floors. The third floor, fourth floor and the basement all have PL 10 armored doors. The third floor door can be opened with a green or blue security card, the 4th floor door can be opened with a green, blue or Orange card. The basement door opens only for a blue card. All the doors can be opened from the outside with no security card at all, to provide emergency egress in the event of a fire.

The stairwell on the right opens into the rooftop observatory (which is secured with an unlocked Toughness 5 door) and goes down into the basement. The left stairwell runs from the first floor up to the roof. The door leading out to the roof locks automatically from the inside, but in all other respects is just a normal Toughness 5 door which requires no security card to open.

Storage Rooms 1-4

All four of these rooms are full of crates and boxes of various sizes, stacked nearly to the ceiling. On the first and second floors these crates are full of mundane things like office supplies, copies of technical journals, disposable coffee cups for the break rooms and so forth. On the third and fourth floors, who knows?

The biggest, toughest crates are the light blue ones. They weigh 500 pounds, do 3 damage if you hit some one with them,

and have a hardness of 3. The brown wooden crates are the next handiest for use as improvised weapons. They weight 75 pounds each, do 2 damage and have a Hardness of 2. Smaller boxes may or may not make viable weapons, or contain objects (staplers or glassware, for example) which could be used in a fight, at the GM's whim.

Security Stations

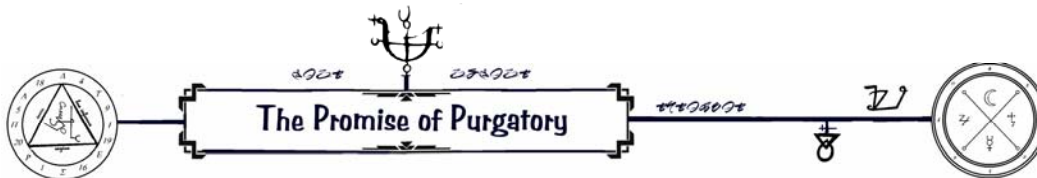
The first floor has two near-identical security stations, located on either side of the lobby. A Marshal is on duty in each station during normal business hours. If the building is under some kind of security alert, there will be two marshals staffing each station 24 hours per day.

The security stations are Spartan, with no windows and the same drab blue carpeting that you find in most of the building's offices. Each contains a desk, some chairs and a computer monitor from which the Marshal can watch the lobby, the interior of all three elevators and the outside of the building. A hard green plastic chair bolted to one wall of the station is equipped with built-in restraints and can be used as a sort of makeshift detention facility to hold suspects until the local police arrive. They have never had to use the green chairs, yet.

Breaking the manacles on one of the green restraint chairs requires a Strength roll vs. DC 20. Picking the locks or wriggling out of them requires an Escape Artist check vs. DC 16. The chairs have a Hardness of 4.

Laboratories 1A-1C

These are ordinary laboratories where relatively low-level research is performed. They have stainless steel counters and tables covered with glassware, microscopes, Bunsen burner jets and all the other odds and ends that you might find in a typical laboratory. No weird glowing artifacts, monsters trapped in containment fields or doorways into other dimensions can be found here. Some of the labs are large and spacious, others are small and cramped. Most are in use at any given time. All have the same bare concrete floors and grey



metal counter-tops. We won't bother detailing the precise contents of any one lab, to make things more flexible for the GM. If a PC suddenly needs a Bunsen burner, a gas chromatograph or a microscope, assume that whichever lab they're in has one (unless of course you don't want them to have it). The doors are Toughness 5, and are not often locked.

Admin 1-4

This is where PDI's mundane administrative work gets done, from payroll to processing employee insurance paperwork to making sure there's enough paper for the fax machines to writing grant proposals. Each administrative office is subdivided into cubes. They tend to be short on space, so the admin workers typically don't keep a lot of personal items on their desks—they need the work space. The admin staff don't get their office furniture replaced as often as the research faculty, so the cubes contain a mixture of different styles of desks, chairs and computer monitors. The administrative staff who work on the first and second floors are issued special white security cards which don't open anything but the restrooms and the doors that open into the corridors off the lobby. Most of these workers have never seen the third or fourth floor and they like nothing better than to whisper rumors about what might be going on up there. To keep them from learning too much, the 4th floor administrative staff are encouraged to take staggered hours, so they seldom encounter one another in the cafeteria, or on the way in and out of the building.

Research Staff Offices

Small, cramped and usually windowless, PDI's staff offices are no worse than what most universities provide for their faculty. The offices vary quite a bit in terms of their size and arrangement, but they all have the same depressing blue carpet. The research staff get new equipment before any of the building's other workers, so they have the best computers and the newest, most expensive monitors in the building. They

also have the nicest and most comfortable chairs.

Almost every office has its own desktop printer with a built in scanner. In theory this keeps them from needing to have Xerox machines, but in fact they are always trekking down to one or another of the administrative offices to make copies. This causes occasional friction between the research and administrative staff.

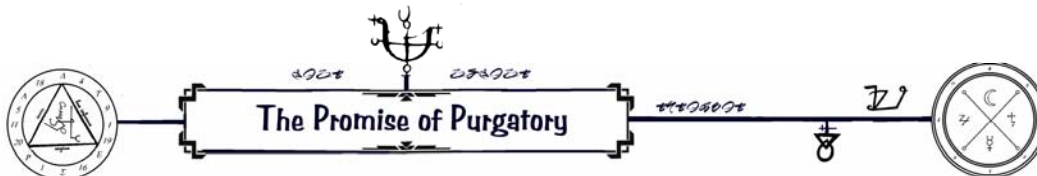
Anyone looking to raid PDI's secrets may find a serious weak link in its security by sneaking into one of these offices. All the research staff are linked into the building's computer network through the terminals in their office. Crack one of their passwords, and you can get access to nearly everything PDI is working on. (Computer Check vs. DC 15 to locate any one given fact about the research taking place in this facility). These offices aren't anywhere near as secure as the labs themselves, and some of the individual researchers are very lax about keeping their passwords hidden.

Professor Malinowski's Office

Far better organized than you would expect; largely because the absent minded Dr. Malinowski rarely spends much time there. He's a little intimidated by his personal assistant, a ruthlessly clean and efficient African-American lady named Mavis Jones. Mavis keeps the office organized and does her best to let Dr. Malinowski focus on his work, since that keeps him out of the office and she finds him trying company. If you want to find the Professor, look for him in one of the labs or the conference rooms, reviewing huge stacks of paper on whatever table or countertop seems handy.

Cafeteria

This is where administrative, research and security staff come to eat their meals. There isn't enough room at these tables to seat everyone in the building at once, so the different groups have staggered lunch breaks. This also means that they seldom encounter one another in the cafeteria, and don't socialize very much (hardly surprising



in any case, since they are three such completely different groups of people.

The Cafeteria is cheerier than most of the rooms at PDI, with a yellow floor, real wooden tables and acoustic tile on the ceiling that blots out the harsh echoes that you can hear in most of the halls and labs.

Kitchen

Separated from the cafeteria by a long counter with some snack display boxes on top. PDI has a small food service staff (three people) borrowed from the larger college campus outside. There is a lot of turnover, since most of them are students doing campus work-study. They don't do much actual cookery, although they have a stove and a full set of food preparation tools (anyone desperately looking for a huge kitchen knife to defend themselves from can find one here). The stove is a gas range. If some enterprising and destructive PC were to blow out the pilot lights, turn on the gas and ignite it after waiting for a minute or so, they could get a fairly good-sized explosion (Damage 5 15 foot radius) although it won't be tough enough to blow out any interior walls. You could also improvise a weapon out of boiling water, a heavy frying pan or any number of other kitchen objects, as the GM deems appropriate.

Kitchen staff aren't issued security cards at all. The security guard in the lobby has to let them into the building, and even unlock the first-floor washrooms for them.

Research Library

The first floor research library is larger and better organized than the restricted library on the third floor, but also a good deal less interesting. It's a large room, but not large enough, with a few carrels for readers to sit at and tightly packed oak bookshelves without much space between them. For the most part, its shelves are filled with bound editions of scientific journals, huge heavy volumes of abstracts and obscure reference works on subjects the public has never heard of. No weird occult tomes bound in human skin, or diaries scribbled by mad scientists can be

found here (for that, see the library up on the third floor), just articles on the latest speculations in Hypercube Theory and the fundamental shape of the universe. They don't even bother to lock the door at night.

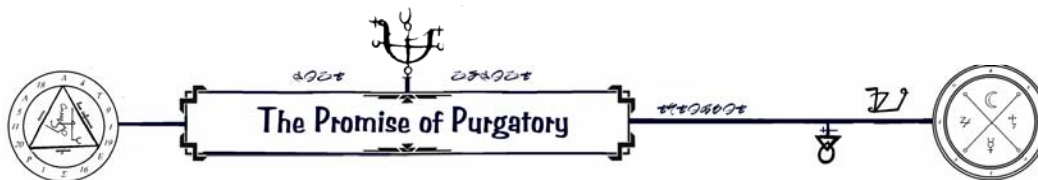
There is no librarian, per se.

Instead these duties are shared by the three most junior researchers, who are expected to shelve books and update journal subscriptions as their other work allows. The current group does a surprisingly good job although the work is not difficult. Most of the researchers at PDI prefer to browse technical journals on the web, and anyone with a good working knowledge of the Library of Congress catalogue system can shelve these volumes with no real difficulty.

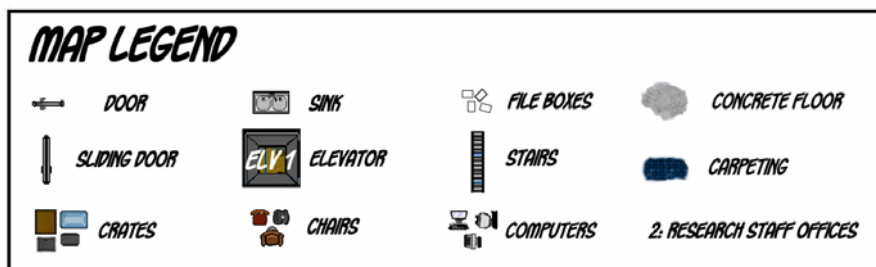
Researchers are not allowed to take materials out of the library, and even though there is no librarian on duty to enforce this rule, they generally comply—it's east to print materials off the web and as mentioned above, it's a hassle to make Xerox copies in this building. This keeps borrowing to a minimum. There is no copy machine in the library, largely because it would take up too much of their limited space.

Unlike the third floor library, this one has a computerized database., which lists the whole collection. It isn't connected to PDI's main computer network, and can't be used to hack into anything.

For a library, this is a loud room. While there is carpeting on the floor, the bare ceiling doesn't have any acoustic tile, and sound reverberates in here. For this reason, most of the researchers make an exaggerated effort to be quiet, and they seldom speak to one another even in whispers.



PdI SECOND FLOOR



Laboratories 2A-2J

See description under "Level One." These are ordinary labs where relatively normal research is going on—no Van De Graff generators or weird alien artifacts in here.

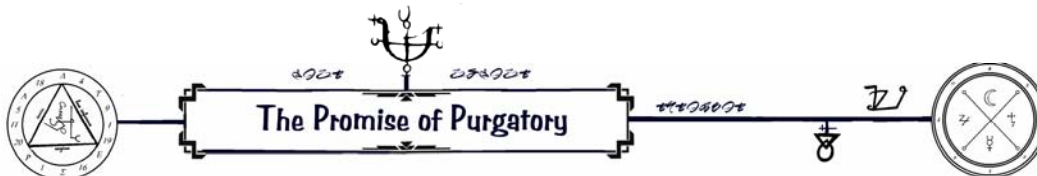
Admin 1-4

This is where PDI's support staff toil in cubes and get the administrative work of the organization done. See the description

under "First Floor" on Page 47 for more details.

Stairwell, 2nd Floor

See the general description of PDI's stairwells on Page 46. The 2nd floor door locks from the inside, but it only takes a key to open it, no security card is required. The doors themselves have a Toughness of 5.



Restrooms

See the description under “PDI First Floor” on Page 45. These bathrooms are just as luxurious as the ones on the first floor. The same awkward gender truce prevails here. The one on the left is unofficially the ladies’ room and the one on the right is the men’s room.

Lecture Halls 1-3

These rooms are used mainly for giving presentations to other research staff. Occasionally a famous guest lecturer will come make a speech here, or Dr. Malinowski will need to address his whole staff at once and herd them into one of these rooms.

All three lecture halls have such serious design problems that most researchers prefer to give their presentations in one of the conference rooms, or even in one of the security staff briefing rooms, if there is any way to do it. The little rooms are too small and cramped, with a maximum capacity of about twelve each. The big room is worse—it has no projection screen and its huge windows are directly behind the lecturer’s podium, which makes it tough to look at the speaker or any of their displays when the sun is behind them.

Records Storage Room

Is your filing cabinet overflowing with two years worth of outdated Purchase Orders for rubber bands and paper clips? Then dump them in a box and schlep them on down to the records storage room, where they can sit on a shelf for years next to all the other boxes of defunct paperwork.

This room contains nothing but metal shelves covered with filing boxes full of old paperwork. There are no secret records of sinister experiments here—just reams of old invoices, insurance claims, payroll stubs, etc. The whole thing is indifferently organized and hard to dig any particular sheet of paper out of. It’s also no more than two thirds of the way full. In a few years this room could become a major

administrative nightmare if some one doesn’t get it straightened out soon.

A spy could probably learn a lot of sensitive information about PDI by digging through these boxes, finding out what sort of materials they’ve purchased and which scientists they’ve hired. It takes an Intelligence Check vs. DC 15 to learn any given fact about PDI from browsing through these records. But since the boxes aren’t very well organized, an investigator might stumble across a salient clue immediately or not find it for hours. Roll 2d20 and multiply the result by 5 minutes. The result is the amount of time it takes to make an intelligence check. If you decide to look for another fact, or blow the first roll and want to try again, roll once more to see how long the next check will take. “Taking 20” increases the amount of time normally.

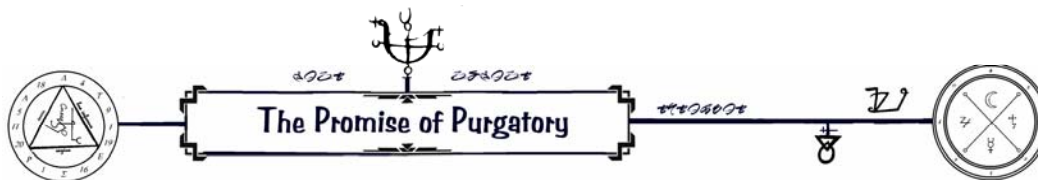
Mail Room

This is where employees come to send and pick up mail, courier and express packages. It is also where the office manager works and where office supplies are stored. There are two separate computer terminals, a signature machine, a huge postal meter, and countless random boxes of materials piled on its counters. There are big cabinets both over and under the counter-tops, and there is a large walk-in closet along the west wall, yet there never seems to be enough room to store everything.

This is a dingy, utilitarian room, with a bare concrete floor and glaring florescent lights. It’s got quite an echo, and when the postal machine is running it can get very loud (-2 to auditory Notice checks). Only the computer on the south wall has any access to PDI’s network, and it can’t access anything but purely administrative files.

Storage Closet

Shelves run all the way around the walls of this long, narrow room. It’s full of office supplies, but there still never seem to be enough.



PdI THIRD FLOOR



MAP LEGEND

DOOR	CRATES	STAIRS	CONCRETE FLOOR
ARMORED DOORS	SINK	COMPUTERS	CARPETING
ARMORED SLIDING DOOR	ELEVATOR	BENCH	4: SECURITY STAGING AREA
ARMORED GLASS DOORS	CHAIRS	WEIRD SCIENCE APPARATUS	5: WEAPONS LOCKER

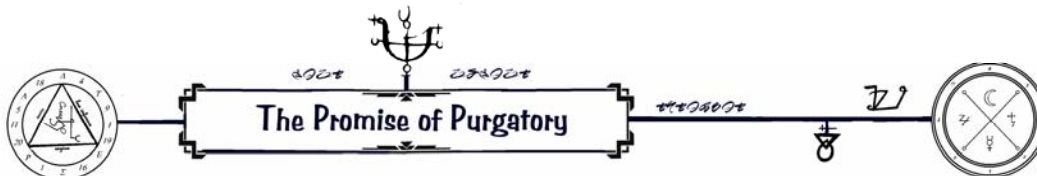
Security Staging Area

The area between the elevators serves as a kind of waiting room, for the Marshals in the Ready Rooms to check out anyone who steps out of the elevator via security camera. It's a glaringly bright room with no furnishings and a plain cinderblock floor. Some ominous-looking drains are set in the corners.

Stairwell, 3rd Floor

See the general description of PDI's stairwells on Page 46.

The third floor doors are armored and have a Toughness of 10. They can be opened from the outside without a security card (this is the building's fire exit) but it takes a green or blue card to open them from the inside.



Restrooms

See the description under “First Floor” on page 45. The third floor restrooms are luxurious, but too small. The one on the right is unofficially the Men's Room and the one on the left is the Ladies' room, but there are no signs posted to indicate this.

Storage Rooms 1 and 2

Two rooms full of crates of laboratory supplies. See the description under “First Floor” on Page 46 for more details.

Laboratories 3A, 3C, 3E, 3F, 3K, 3M and 3Q

See description under “First Floor” on Page 46. Nothing particularly weird is going on in any of these labs. Most of them have experiments in progress, but none of these experiments involve things that might explode, send you to another dimension or give you new superpowers.

Laboratories 3B, 3D, 3G, 3H, 3J, 3L, 3N, 3P and 3R

These are the labs where the weird stuff happens. Rather than detail each of the strange experiments in progress here, we've filled the map with ambiguous Weird Science gadgets. Make up whatever strange things you like to go with them. Remember though that this is not PDI's most secure facility. There probably aren't any captive supervillains or incredible artifacts behind any of these armored doors. If you are going to use the plot hook on Page 66 to get the Player Characters into Professor Purgatory's extradimensional lair, then one of these labs contains the dimensional portal technology that Dr. Malinowski will use to send them there. Pick one that looks appropriate, and that didn't get destroyed in the raid. If a lab has an armored door, it has a toughness of 10, and can only be opened with a blue or green security card.

Dorms

The US Marshals who work at PDI have the option of living in the facility. Most of them don't make use of the option—more than half of them are family men and nearly all of them have other homes. A few (mostly those whose homes are in other cities) live

here full time and other marshals sometimes crash in one or another of the unused dorm rooms if they wind up pulling shifts that are too closely spaced together for them to do anything but sleep in between. At any given time, assume that there's a 30% chance that any given dorm room is occupied.

The rooms themselves vary in size and furnishings, but all of them are small and depressing. Marshals aren't permitted to put personal decorations on the concrete walls, the furnishings are drab and functional. None of the rooms have windows.

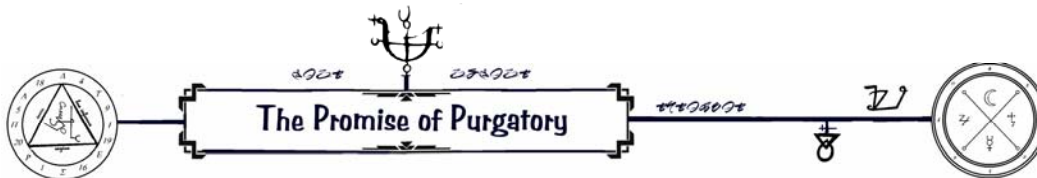
3rd Floor Kitchen

Captain Carpenter doesn't trust the campus food service staff enough to let them on the third floor, so his men cook their own meals.

Typical of any office kitchen, this room includes a refrigerator, a sink, a microwave oven, a few tables and not much else.

3rd Floor Rec Center

In theory, this room can be used by anyone who has some free time and happens to be on the third floor. In fact, by unofficial agreement, this room is where the Marshals hang out. They don't make other people feel unwelcome (except perhaps for the powered-armor troopers, who they don't like), but they will certainly notice anyone else who comes in here. The room contains a television, some couches, shelves full of battered paperbacks and board games and a ping-pong table. The Rec Center doesn't see that much use, since most of the Marshals spend their off-duty hours outside the facility. There's only a 50% chance of finding a group of Marshals in here at any given time, although since they work around the clock, the odds are always still 50%, no matter whether it's 3:00 in the afternoon or 3:00 in the morning. Marshals grumble that even though there are less power-armor troopers, their rec room is the same size. To make matters worse, the troopers have a pool table, while all the Marshals have is a ping-pong table. They see this as blatant favoritism.



3rd Floor Research Library

Small and cramped, with just a few study carrels and not enough room between the bookshelves, this is the library you need a green or blue security card to get access to. This is where they keep the rarest and most valuable books—as well as the really weird and/or dangerous ones. What precisely it contains is up to the GM and the needs of the Player Characters. If for some reason you would like them to stumble over a treatise by some crazed 15th century alchemist or a diary penned by a mad scientist in the 1930s, let them come across it here. If you want to give them more information about Professor Purgatory and they think to look for it here, let them find it. Any PC magician, ritualist or gadgeteer can use this library to do their kind of research. Let them roll normally, just as if they were in their own library at home. No electronic database lists the collection's holdings. Instead there is an old-fashioned card catalog in a cherry wood cabinet along the wall to the right of the door. The catalog is as indifferently organized as the library itself, making some volumes hard to locate (at the GM's whim). There is almost always at least one senior researcher studying here, hunched over some crumbling tome at one of the carrels, nervously turning its pages with tongs.

Shift Briefing Room

At the beginning of each shift, the US Marshals on duty gather in this room to receive their individual assignments and hear the latest bulletins and announcements. Not quite big enough for everyone to sit down, the guys who arrive last always wind up standing in the back. The room has no coffee machine, much to everyone's disgust. There is an ugly rumor to the effect that the Power Armor troopers have a coffee machine in their shift briefing room (this isn't true).

Ready Rooms

Whenever the facility goes on alert, there will be a security team standing by in each of these rooms 24 hours a day, in shifts,

ready to grab the heavy weapons from the nearby lockers and rush down the stairwell at a moment's notice. The rooms themselves are rather stark, with nothing but some benches for the ready-team to sit on, a monitor screen that shows the stairwells, lobby and elevators through the security cameras, and a cabinet with a coffee machine on top. The atmosphere here is lot like a firehouse, with security staff sitting on the benches, drinking coffee and making conversation, or playing a few board games they keep (against regulations) in the cabinets. The third floor Ready Rooms are used by the US Marshals. The power-armor teams are stationed in the ready rooms on the fourth floor. As mentioned above, the two groups share a rivalry that isn't entirely friendly. If a Marshal walks into one of the Power-Armor trooper's ready rooms, or vice versa, all conversation suddenly stops and everyone looks at him.

Weapons Lockers

The weapons lockers on the upper floors contain heavy-duty ordinance that the US marshals can break out in the case of an emergency, and a super-villain assault certainly qualifies. They do not ordinarily carry such weapons on their rounds, as this would make the administrative and research staff very nervous (the power-armor guards typically sequester themselves out of sight, in their Ready-Rooms). Each weapon cabinet contains 5 taser-guns, 10 assault rifles, 10 gas-masks, and 20 sleep gas grenades. The lockers can be opened with a blue security pass, or in a pinch one could attempt to break the armored doors (Toughness 8).

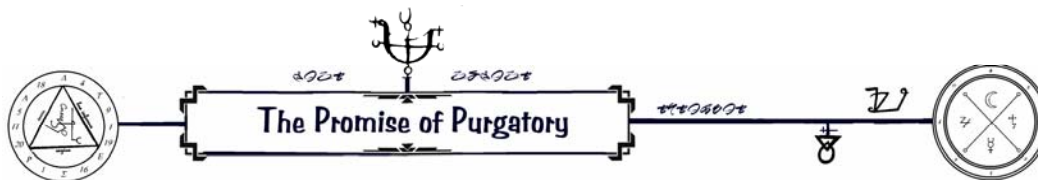
The Weapons

Taser: PL 5 Stun

Assault Rifle: PL 5 Attack (Extra: Autofire)

Gas Mask: Grants Immunity to Gas attacks.

Gas Grenades: PL 8 Fatigue vs. any target in one 5-foot square.



PdI FOURTH FLOOR



MAP LEGEND

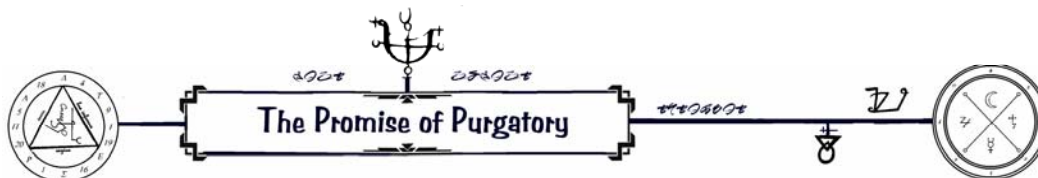
DOOR	CRATES	STAIRS	CONCRETE FLOOR
ARMORED DOORS	SINK	COMPUTERS	CARPETING
ARMORED SLIDING DOORS	ELEVATOR	BENCH	4: SECURITY STAGING AREA
ARMORED GLASS DOORS	CHAIRS	WEIRD SCIENCE APPARATUS	5: WEAPONS LOCKER

Note on the Fourth-Floor Security Doors: The Fourth Floor has more sliding armored doors than any of the other levels. Every corridor has a set. Armored doors with windows (listed on the Legend as "Armored Glass Doors") have a Toughness of 8. The armored doors without windows are all toughness 10. It takes a green or blue security pass card to open any of the sliding doors, except for the door that leads

out of the Security Staging Area and the two next to the Ready Room on the left side of the building, which can also be opened with an Orange security card.

Security Staging Area

A white room with glaring lights and a bare cinderblock floor. It contains no furnishings at all.



Stairwell, 4th Floor

See the general description of PDI's stairwells on Page 46. The fourth floor has massive Toughness 10 armored doors that can only be opened from the inside with an orange, green or blue security card. Because this is a fire exit, anyone can enter the stairwell from the 4th floor without a card, you only need one to open the door from inside the stairwell

Restrooms

A real change from the bare concrete hallways of the fourth floor, the restrooms are elegantly appointed. They have green marble floors, brass fixtures and real wood doors on the stalls. But they aren't quite big enough for a building of this size and can get uncomfortably crowded at some hours of the day. As on the other floors, the restroom on the left is unofficially the Ladies' room and the one on the right is the Men's, although there aren't any signs stating this.

Storage 1-2

Located next to the freight elevator for easy access, these storage rooms mostly contain laboratory supplies, along with a few office materials, spare shelving units and so forth. It's strictly up to the GM as to whether or not there is anything in one of these boxes and crates that a PC could improvise a weapon with.

See the description under "PDI First Floor" on Page 46 for details about the weights and stats of the crates stored here

Laboratories 4B, 4E, 4F, 4H, 4J

See description under "PDI First Floor." On Page 46. Relatively normal research gets carried out in these labs.

Laboratories 4A, 4C, 4D, 4K, 4L

See description under "Level Three." These are the labs where the strange and secret side of PDI's work gets done. We haven't detailed the contents of each lab—just stock each one with whatever might be appropriate to your plot, using or ignoring the images on the map as it suits you. If Dr.

Malinowski has access to a dimensional portal, then it could as easily be located in one of these rooms as down on Level Three.

If a lab has an armored door, assume the door has a toughness of 10. It can only be opened with a blue or green security card.

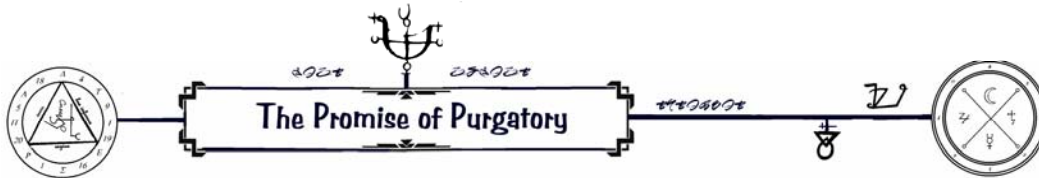
Special Administrative Section

The US Marshals are federal workers, not employees of PDI. Therefore they aren't paid through the same channels and don't have the same benefits as other workers. To serve their needs, there is a whole other administrative office up on the 4th floor. It's a kind of federal building in miniature, staffed by civilian employees from the US Marshal's Service. There are six of them, processing payroll, updating personnel files, keeping track of benefits and leave time for the Marshals who work at PDI. They even have their own miniature post office (run out of one of the workers' desks) where Marshals can buy stamps and money orders at US Dept of Justice rates.

The administrative workers on the first and second floor holds the fourth-floor workers in awe, since they are allowed to see the mysterious upper floors. They rarely encounter one another, however, since their hours are carefully staggered to keep the two groups from fraternizing. This only adds to their mystique. In fact they get to see little of the fourth floor. Their special orange passes admit them up the elevator and through both sets of security doors, but they never see anything else apart from the bathrooms and the first floor recreation areas.

Ready Rooms

See the description under "Level Three." The fourth-floor ready rooms are reserved for the Powered-Armor troopers, while the third floor rooms are used by the US Marshals. Neither group likes the other very much, and they seldom venture into each other's Ready Rooms. The Powered Armor troopers swear that the coffee in their ready rooms isn't as good as the coffee the Marshals get, and that this is evidence of



the management's bias in favor of the Marshals. Then again, the Marshals say the same thing about their coffee.

Dorms

Small, stark and ugly, the fourth floor dorms are reserved for the powered-armor troopers. They tend to be younger than the Marshals and not as many of them have families, so more of them have opted to live inside the building, rent-free. At present, all six of the 4th floor dorms have long-term occupants, and there's a waiting list. The rooms have hard floors and walls made of cement. The troopers aren't supposed to put up any personal decorations, but they do it anyway.

A wide variety of heavy metal concert posters, pictures of flaming skulls with commando knives between their teeth and suchlike art is scotch-taped to the concrete walls. Captain Kill-You would like most of these guys, if he ever got to know them socially.

Secure Conference Room

Buried behind several layers of armored security doors, this windowless, fortified room is where classified briefings and top-level meetings are held. From time to time they sweep the room for bugs, but they never find any. Captain Carpenter strongly prefers any discussions of classified information to take place in this room, but it's an impossible rule to enforce, particularly with someone as absent-minded as Professor Malinowski in charge of the research staff.

Captain Carpenter's Office

PDI's head of Security, Captain Matthew Carpenter, is usually found in his office. The place looks almost inhumanly tidy and clean. Captain Carpenter has no personal objects of any kind in his office and no pictures on the wall. His assistant sits at the big desk in the middle of the room and the Captain sits at the little desk on the left.

The US Marshals take turns rotating duty as Captain Carpenter's assistant. He's a scary, quiet, grim boss who barks out

orders and makes no small talk. None of the Marshals like working in this room.

Server Room

Scrupulously clean and brightly lit, with bare floors and walls, this is where PDI's computer network makes its central home. Even more than the labs, this is the heart of PDI. Any major loss of data would be catastrophic to the organization, so they are scrupulous about backing things up as much as possible. The room is maintained at a constant 60 degrees, no materials that could cause magnetic damage or even a static charge are allowed inside, and both entrances are protected by Toughness 10 armored doors that open only to a blue security card.

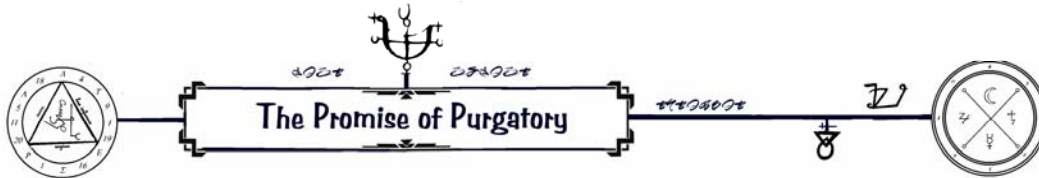
There are two huge servers running at all times. One functions purely as a backup. In the unlikely event that both of them fail, a third server stands ready to take over. It's backed up twice a day, which not everyone thinks is often enough. A desk with a dedicated terminal sits in one corner of the room, for a technician to monitor the system's function.

Professor Malinowski likes to joke that you can always hire talented new researchers, but data is irreplaceable. At least we think he's joking.

Server Backup Tape Room

In the even that all three servers get disabled (perhaps by supervillains smashing their way through the room) and the emergency backup server in the basement goes down as well, there are taped backup copies of most of their data. They keep the tapes on shelves in this little room, along with spare components for the servers. Like the server room itself, it is brightly lit and antiseptically clean. It is protected by Toughness 10 armored doors which can only be opened with a blue security card.

Some members of the staff question why the tape backup room right is next to the servers themselves—shouldn't the tapes be stored as far from the actual computers as possible? The answer is that it's just more convenient this way. No one has to



take a long walk to put the daily backup tapes in place or to fetch a component if they're right next door.

4th Floor Rec Center

This room contains a television, some chairs and sofas and a pool table. Officially the Fourth Floor Rec Center is for all PDI staff, but in fact it's become the more or less exclusive hangout of the power-armor troopers. Most of the research staff don't have enough spare time to spend here and the US Marshals feel unwelcome. It sees much heavier use than the Rec Room on the Third Floor, since a lot of the Power-armor troopers never leave the facility. At any given time of the day or night, there is a 2/3 chance that a group of troopers will be in here playing pool or watching TV.

The powered-armor troopers grumble that even though more of them live in the building, the US Marshals on the Third floor have a break room that's the same size, and a separate kitchen all to themselves. Plus, the Marshals' TV is down on the floor, where it's easy to plug in a video game console, while the set the troopers are stuck with a set that is bolted up on the wall and impossible to hook up to anything, as though they can't be trusted not to break it. They regard this as blatant favoritism.

Power Armor Maintenance and Repair Center

This big untidy room looks and feels more like a garage or a machine shop than a lab. This is where the power-armor that some of PDI's security staff wears gets repaired and maintained. If a supervillain were to attack the building and wreck a significant number of the power-armor suits, they would be able to replace about two of them per day in this room. The room itself is full of worktables and heavy equipment—drills, presses, etc. There aren't any working suits of armor here, but at the GM's whim a gadgeteer might be able to improvise a weapon from the tools and materials found here. And if a less technically-minded PC wants to hold a villain's head in a five-ton hydraulic press, there's one in the northeast

corner of the room (this counts as a PL10 attack, but takes a full two round to take effect).

Weapons Lockers

See the section under "PDI Third Floor" on page 53. Each locker has an armored door with a Toughness of 8. The doors can be opened by anyone with a Blue Security Pass—not just security staff.

As stated above, each Weapons Locker contains the following ordinance: 5 taser-guns, 10 assault rifles, 10 gas-masks, and 20 sleep gas grenades.

The Weapons

Taser: PL 5 Stun

Assault Rifle: PL 5 Attack (Extra: Autofire)

Gas Mask: Grants Immunity to Gas attacks.

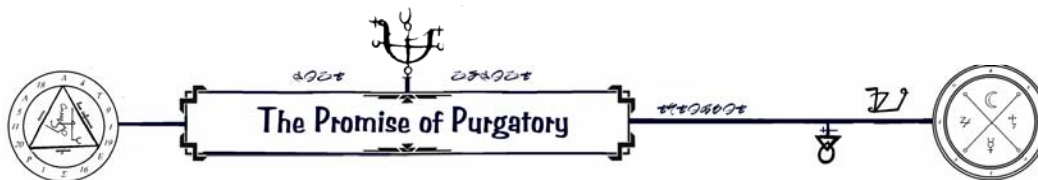
Gas Grenades: PL 8 Fatigue vs. any target in one 5-foot square.

Shift Briefing Room

This is where the troopers on duty gather at the beginning of each shift to get their assignments and hear announcements. They have a lot more space than the Marshals, and can all fit comfortably in the room without anyone having to stand at the back. They do not have a coffee machine, however, and there is a persistent (untrue) rumor that the Marshals have one in their briefing room. This is seen as further evidence of favoritism.

Janitor's Closet

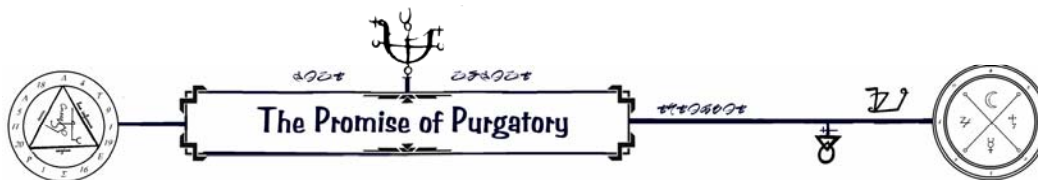
There is only one janitor's closet for the fourth floor, but it's a big one, with two rolling mop-carts and a wide assortment of cleaning supplies on shelves around the walls. The door is kept unlocked.



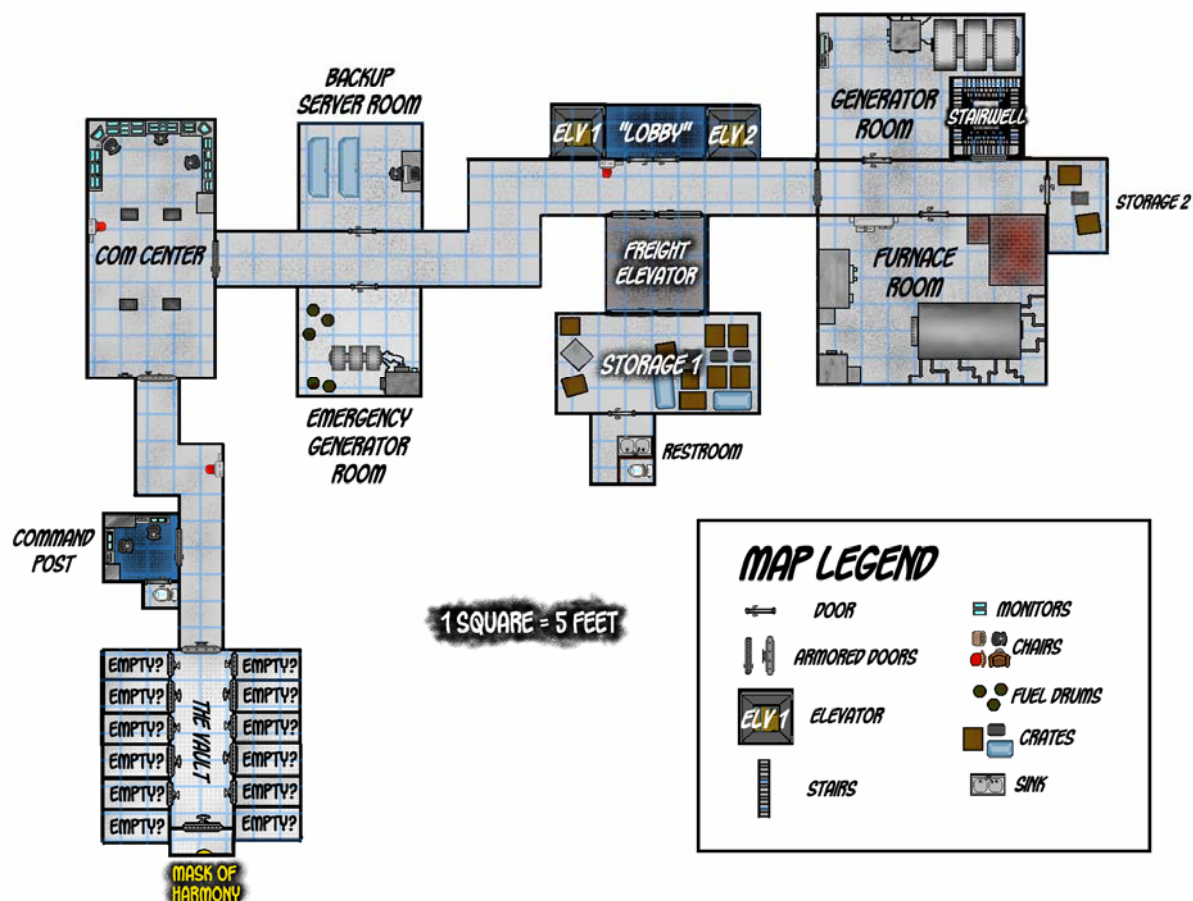
It's unlikely that any of the battle will be fought up here, but you never know. Superhero adventures have a strange way of ending up on the roofs of buildings.

The stairwell on the left leads up to the door next to the helipad. The stairwell

on the right leads into the rooftop observatory. There is no direct access to the observatory from the roof—you have to reach it from inside the building, through the right-side stairwell.



Pd BASEMENT



"Lobby"

This well-lit area between the elevator doors is monitored by security cameras at all times. The climate here is carefully controlled, always about sixty-eight degrees. Despite the concrete floor, the room seems oddly quiet to many visitors. A blue security pass is required to enter the rest of the basement.

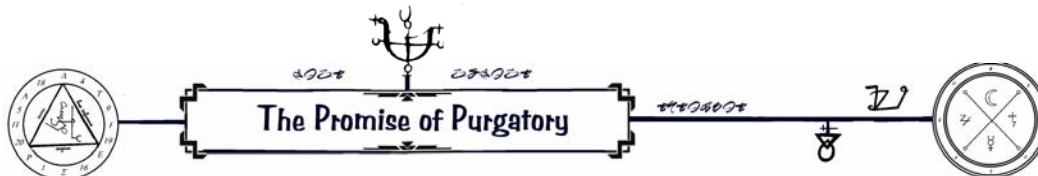
Storage Room 1

One of the less sensitive and less carefully monitored rooms on the basement level, this storage area pens directly off of the freight elevator and has no other point of

egress. This would be a bad place to get caught in the event of a fire. It's also poorly lit, with big shadows everywhere and a 15 foot ceiling that recedes upward into all but total blackness above the florescent lights. One of the few toilets in the basement is located in a little room at the back. PDI staff who work in the basement frequently trek across the gloom to use it.

Furnace Room

Usually thought of as one of the less-sensitive areas in the basement, an intruder could still wreak an amazing amount of



havoc on the building from in here. The room contains PDI's furnace (with a large garbage incinerator attached to one side and boiler. It's dark, compared to most of the basement, and tends to get full of dust. There is only one security camera in this room and it doesn't cover the area at the bottom right, behind the boiler.

Generator Room

Like the Furnace Room, the Generator Room is big, dusty and dark, without enough light fixtures and only one security camera. The building's generator and electrical exchange boxes are located here. There is never a guard in this room-potentially a bad oversight on Captain Carpenter's part, since despite its mundane function this room is critical to keeping the building functioning.

Storage Room 2

At the end of the hall that runs between the Furnace Room and the Generator Room, there is a small storage room, filled with a mixture of janitorial supplies and spare parts for the furnace, boiler and generator. It is one of the few rooms in the building that doesn't have a security camera. The door is usually left unlocked. It is lit by a single fluorescent fixture, placed just over the door.

Emergency Server Backup Room

In the event that PDI's computer network gets obliterated, there are two emergency backup servers here in the basement. All PDI's data is stored on these two machines, ready for retrieval even if the rest of the building collapses. Seldom occupied, this starkly furnished little room normally sees use just once a day, when the main server's files are backed up here. It contains nothing but a desk with a keyboard and monitor and the backup server units themselves.

Emergency Backup Generator Room

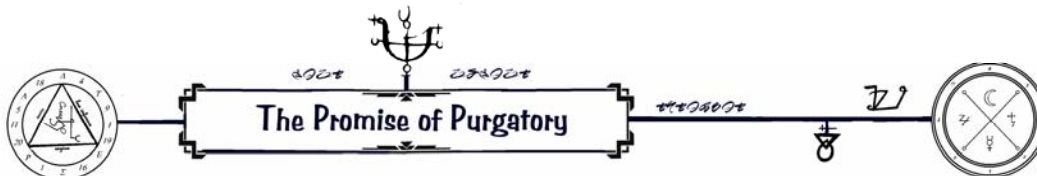
If PDI loses its connection to the city's power grid and its backup generator goes down, the emergency backup servers in the basement can still be powered by the smaller generator in this room. Please note that the little emergency backup generator

is not strong enough to run the whole building at peak output. If for some reason PDI is forced to start operating on its emergency generator, most of the corridor lights will go off, experiments will be disrupted and much of the computer network will go down. This can cause whatever kind of chaos the GM thinks might be amusing. The room itself is musty and cold, unless the generator is running, in which case it becomes all but unbearably hot. The generator itself rests near the back of the room, connected to its power-router by an octopus nest of cables. Rusty drums of fuel oil are scattered around the room. Each weighs about 250 pounds.

Communications Center

This is the post that PDI's security staff most dread being assigned to (mostly because of the lack of easy access to a bathroom). At the north end of the room, three US Marshals monitor all of the building's security cameras on a bank of screens. They are a well-disciplined team, but the work is still so boring that unless there's an elevated threat risk they spend much of their time telling jokes and old war stories. Much of the rest of the room is empty, since it's far bigger than it needs to be. In the event of some kind of crisis, the building's functions can all be run from the center. Any security door except for the vault can be opened or locked from here, security clearances can be overwritten. Power, temperature, the sprinkler system and all of the building's other systems can be controlled from these consoles.

The Communications Center is also designed to be used as a sort of a bunker in case of emergencies. The entire staff can come down here and huddle on the concrete floor for the duration of whatever crisis might arise. Because it's built to serve this function as well, it is much bigger than it needs to be. The screens and consoles huddle up at the north end, while most of its cavernous space remains empty. The ceiling is twelve feet high and made of bare concrete, with cables snaking across it. The climate is carefully controlled down here



because of all the electronics equipment but the room's undecorated cement walls and floor make it seem dank. Sounds echo loudly and there always seems to be a faint electric hum in the air. They seldom bother to switch the lights on in the south end of the room, which remains dimly lit much of the time. Six concrete support pillars hold up the ceiling and cast huge shadows in the gloom.

At the room's south end is the massive armored door that leads down the hallway toward the vault. Whenever there is a heightened level of security, two contractors in power armor hulk silently by the door. They don't join in conversation with the US Marshals laughing and joking down at the other end of the room. Standing in grim silence on sentry duty is a point of pride with them, and they relish the way it makes them look tough. If the PCs warn PDI of an imminent attack well before it happens, this is where Captain Carpenter and his security forces will attempt to make their biggest stand, and the room will be full of Marshals and power-armored guards, taking cover behind the pillars, waiting in tense silence for the assault.

The Vault

Beyond a massive armored door lies the stark white interior of the vault. This is where PDI stores anything too dangerous for the rest of the building. The walls of the vault are lined with locked square doors, about the size of airport storage lockers, set at roughly chest-height (four and a half feet off the floor). The mask is kept behind the slightly larger door at the end of the room. PDI's staff assures us that all the other containment units are empty. Is this true?

The Assault

A few seconds before 2 AM the temperature in the building spikes, the air grows heavy with the smell of ozone, and all loose equipment and furniture begins to shake; a moment later the lights flicker and fade, and for a few seconds the center goes dark. Then a bright flash illuminates the building,

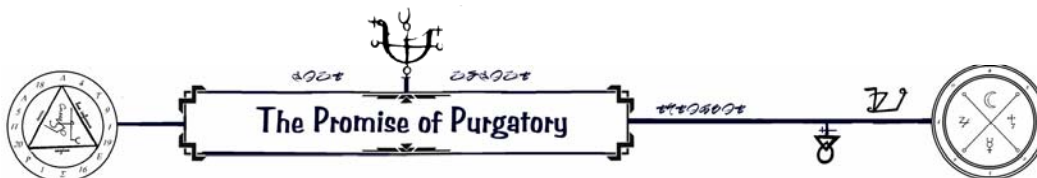
there is a sound of shattering glass as the windows blow out, and when the lights come back on the villains' attack is underway!

GM's Option: But What About Deathwatch and Lady of Fate?

It is possible, as we mentioned at the end of Scene IV, that Deathwatch and Lady of Fate may try some kind of assault on the PDI center themselves. You can find stats for Deathwatch on Page 37 and stats for Lady of Fate on Page 26. They're after the Mask of Harmony, not so much because it might be able to replace their lost powers (although they are both considering this possibility) as because they want to deny it to the enemy who ruined them. They realize they don't have much chance of doing this, but they also want to die in battle, and this seems like as good a way to do it as any.

Unlike Professor Purgatory, they have no idea where the mask is being held, so their first priority will be to grab someone who knows and intimidate the information out of them. Lady of Fate particularly relishes being able to put fear in the heart of some poor hapless research assistant—it means she's still got it!

If Deathwatch and/or Lady of Fate do show up, they appear after the Motley Crew begin their assault. They had planned on fighting their way through the front door (Deathwatch isn't very good at making plans more complicated than this) and maybe making some kind of doomed and bloody last stand in the building's lobby. Instead, they arrive after all the alarms start going off. The guards at the gate have been recalled inside the building, the security station in the lobby is almost deserted. After clobbering the one US Marshal who is still at his post, Lady of Fate and Deathwatch stand there looking at the elevators, arguing over what to do next. They had no idea they would get this far, and while they're delighted to still be alive, they're not really sure how to proceed from here.



If none of the PCs encounter them in the lobby, they eventually decide to go upstairs, where all hell is breaking loose. They will snatch a research assistant, Lady of Fate will threaten him with some “agony pills—brewed up by the crazed secret police of a South-American dictatorship that it’s not safe to name!” (in fact it’s a packet of cinnamon red-hots that she found uneaten in her pocket) and the poor techie will crack. He tells them all about the vault in the basement. They’ll try to intercept the PCs and the Motley Crew down there, arriving just in time to make the fight at the vault get really complicated.

The Motley Crew first arrives on the 2nd floor of the research center, accompanied by a complement of Borderers, similar in number to those the PCs fought earlier at the Excelsior bank. After they arrive the villains will immediately split their forces; Warpath will use his tracking abilities to go for the Mask, while the other Motley Crew members attack the heroes and the Borderers engage the building’s security personnel. If no heroes are stationed on the 2nd floor they will nonetheless clearly hear the sounds of battle going on above; the villains will work their way downward in one or two rounds anyway, as they run interference for Warpath. The villains may try to prevent the heroes from following Warpath by taking hostages or moving the action upstairs, where volatile experiments could still be in progress.

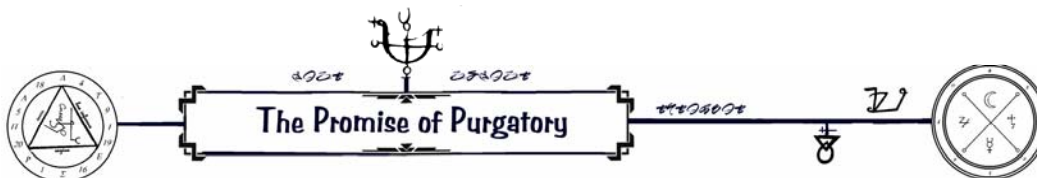
If the battle is going against the characters, the Game Master should assume the center’s security forces overcome the Borderers and pitch in to help the heroes. The GM should stage matters so that the PCs defeat the Crew members and get to Warpath as he is standing over the last guardsman stationed at the vault doors, poised to strike a potentially lethal blow with his spirit knife. At their arrival, Warpath will turn and attack, battling the heroes savagely but probably being taken down through sheer numbers. As soon as Warpath is defeated, the corridor is flooded with

intense light and sound, momentarily overwhelming the senses. As soon as their hearing returns, the PCs hear the clatter of metal, then the roaring sound of steel doors being torn from their mountings. When the heroes’ vision clears they see a tall, majestic figure standing amidst the debris, holding the Mask of Harmony...they behold Professor Purgatory!



Professor Purgatory turns towards them, his impressive presence evident even before he speaks. He raises his right hand to ward the heroes off, foreboding energies swirling about his extended palm. *“You have forced us to sully ourselves in this matter, mortal kinsmen. We had hoped to avoid making ourselves known, but you proved too much for our servants. Now that you know of us, perhaps you will have the wisdom to understand that our actions are righteous...our aim celestial...though this is doubtful. Nonetheless, this episode is now concluded, and we go now to fulfill our destiny. We shall take Warpath and our other footmen with us as well.”*

Professor Purgatory softly intones what seems to be a string of nonsense words; a shimmering curtain of light then descends upon Professor Purgatory, and before the PCs can react he is gone, vanished. Seconds later Warpath, the rest of the Motley Crew, and all the Borderers vanish in similar fashion.



[GM's Note: But What if they Dogpile Him?

Some Players won't want their characters to stand around waiting while Professor Purgatory makes his speech, and will attempt to take him down before he escapes. The Professor's Initiative score is pretty high and he can take a lot of damage, so you have an excuse to get him out of there before they can do him any serious harm. Even if he takes damage, he won't move to defend himself or attack any of the heroes when his turn to act comes up.—he'll just vanish in a flash of white light, taking the Motley Crew with him. And if the PCs do hit him hard enough to kill or incapacitate him before he leaves, don't be afraid to fudge his Toughness Save for the sake of the scenario.]

NPCS FOR SCENE 5

Here we have stats for the security and research staff at PDI, including Dr. Malinowski. You can find stats for Deathwatch, if he appears, on Page 37 and stats for Lady of Fate on Page 26. The Motley Crew are detailed on Pages 101-114.

Professor Purgatory only appears briefly in this scene and probably won't have a chance to come to blows with the Player Characters. If he does, you can find his stats in Appendix A (Meet the Motley Crew) on Page 105.

US Marshals

Str: 14 (+2) **Dex:** 13 (+1) **Con:** 12 (+1)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 10 (+0)
Initiative: 1 **Attack Bonus:** 3 **Defense:** 3
Toughness Save: 4 (+1 without body armor)
Fortitude Save: 3 **Reflexes Save:** 1
Willpower Save: 3

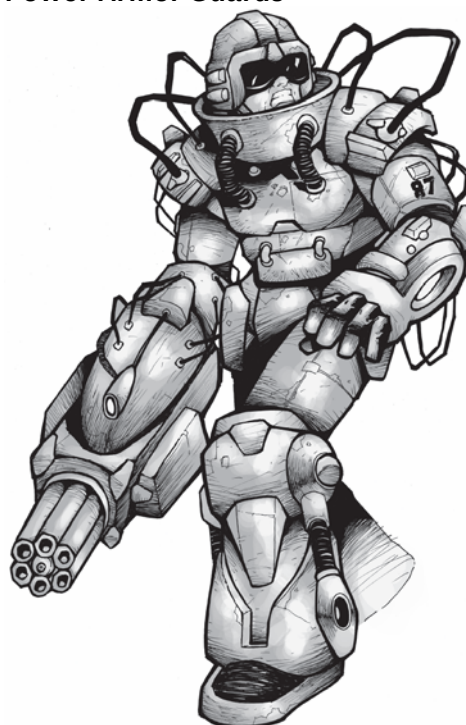
Skills: Drive 2 (+3), Intimidate 2 (+3), Gather Information 2 (+3), Investigate 2 (+3), Medicine 2 (+3), Notice 4 (+5), Profession (federal agent) 4 (+5), Sense Motive 4 (+5)
Feats: Equipment 3 (15 pts. of equipment)

Equipment: Body Armor (+3 Toughness), Pistol (Ranged Weapon, 3 damage), Club (Melee Weapon, 2 Damage)

Complications: Sworn to uphold the law, committed to the US Marshal Service

Background: PDI is guarded by one of the oldest and most highly regarded federal law-enforcement agencies in the nation. Marshals tend to be brawny guys in their thirties and forties with southern accents and moustaches. Most have been cops for more than ten years and all of them have college degrees in Criminal Justice.

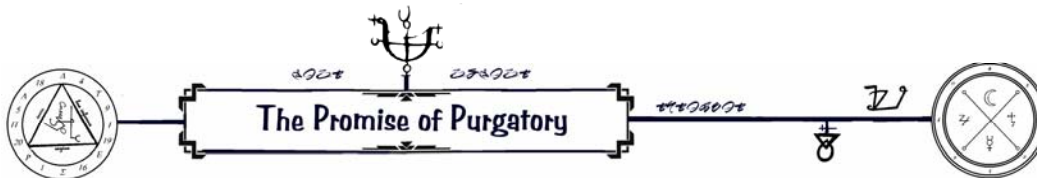
Power Armor Guards



Str: 20 (+5)/14 (+2) [Without Power Armor] **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus:** 5 **Defense:** 5
Toughness Save: 5 (+1 without armor)
Fortitude Save: 1 **Reflexes Save:** 1
Willpower Save: 1

Skills: Bluff 3, Drive 2 (+3), Intimidate 5 (+6), Knowledge (steetwise) 3, Notice 4 (+5), Profession (soldier) 4 (+5), Stealth 4 (+5)

Feats: All-Out Attack, Chokehold, Improved Block, Improved Grapple, Power Attack



Powers: Device 8 (Battlesuit: Blast 5, Communication5 [Radio], Protection 4, Enhanced Strength 6, Super-Senses 3 [Dark Vision, Radio Hearing], Super-Strength 4 [Maximum Lift: 6.4 Tons])

Background: In addition to the US Marshals, PDI contracts out some of its security duties to an expensive, low-key firm that provides men in powered armor. Not just rent-a-cops with high school educations, most of these guys once served in elite military units like the Army Rangers or even the Navy SEALs. Out of their armor they look like typical mercs with their goatees, shaved heads and military tattoos. They don't get along very well with the Marshals, but that won't interfere with their ability to work together in the event of an attack.

Captain Matthew Carpenter

PL: 4

Str: 18 (+4) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 14 (+2)
Initiative: 1 **Attack Bonus:** 4 **Defense:** 4
Toughness Save: 4 (+1 without body armor)
Fortitude Save: 3 **Reflexes Save:** 1
Willpower Save: 3

Skills: Climb 3 (+4), Drive 2 (+3), Intimidate 4 (+6), Gather Information 2 (+3), Investigate 2 (+3), Medicine 2 (+3), Notice 5 (+6), Profession (federal agent) 4 (+5), Sense Motive 5 (+6)

Feats: Equipment 3 (15 pts. of equipment), Leadership

Equipment: Body Armor (+3 Toughness), Pistol (Ranged Weapon, 3 damage), Club (Melee Weapon, 2 Damage)

Complications: Sworn to uphold the law, committed to the US Marshal Service

Background: Chief of PDI's security, he is the highest ranking federal marshal in the building. The Power Armor team answers to him as well, in his capacity as Head of Security (his rank is meaningless to them, since they aren't Marshals). Carpenter is about forty—young for being given such an important detail, and he takes it very seriously. He's a bit too strict with his men, and while the Marshals are used to this kind

of behavior from younger, ambitious bosses, the Power Armor team is not, and they resent him.

He's an easy guy to dislike. Tall, blonde, with huge muscles and a military haircut, he looks like an action figure and talks like a robot. He always speaks in police/military jargon and never seems to relax (he's much too scared of screwing things up). He's also has a Boston accent, while most of his men are from the South. He never seems to take off his sunglasses.

PDI Staff

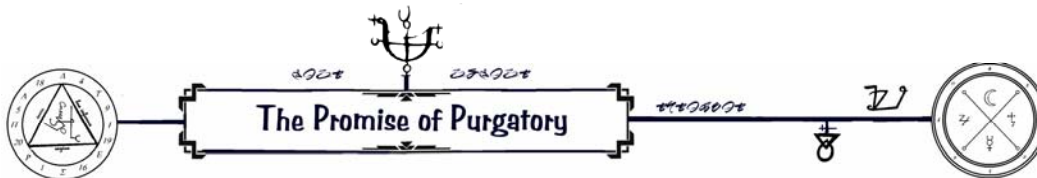
PL: 2

Str: 10 (+0) **Dex:** 10 (+0) **Con:** 10 (+0)
Int: 14 (+2) **Wis:** 13 (+1) **Cha:** 10 (+0)
Initiative: 1 **Attack Bonus:** 0 **Defense:** 1
Toughness Save: 0 **Fortitude Save:** 0
Reflexes Save: 1 **Willpower Save:** 1

Skills: Bluff 5 (+5), Concentration 4 (+5), Computers 5 (+7), Craft (chemical, electronic or mechanical) 5 (+7), 2nd Craft Skill (chemical, electronic or mechanical) 5 (+7), Disable Device 5 (+7), Knowledge (one science or arcane lore) 7 (+9), 2nd Knowledge Skill (one science or arcane lore) 7 (+9), 3rd Knowledge Skill (technology) 5 (+7), Notice 5 (+7), Profession (scientist) 7 (+9)

Feats: Benefit (has access to classified research), Master Plan, Redirect, Skill Mastery x2, (two Craft Skills, Concentrate, Disable Device, four Knowledge Skills), Well-Informed

Background: A typical PDI Research Associate. This is a well-funded, prestigious facility and they can afford to hire the best. Most of their Research Associates are MDs or PhDs, with a smattering of highly trusted grad students. PDI does some dubious things, and it attracts the kind of researcher who wouldn't be bothered by that. They tend to be driven, socially awkward, obsessed with their work and/or online roleplaying games. They aren't monsters or Nazis, just obsessive and a little blind.



PDI Department Head



PL: 3

Str: 10 (+0) **Dex:** 10 (+0) **Con:** 10 (+0)
Int: 16 (+3) **Wis:** 14 (+2) **Cha:** 10 (+0)
Initiative: 1 **Attack Bonus:** 0 **Defense:** 1
Toughness Save: 0 **Fortitude Save:** 0
Reflexes Save: 1 **Willpower Save:** 2

Skills: Bluff 5 (+5), Concentration 5 (+7), Computers 6 (+9), Craft (chemical, electronic or mechanical) 6 (+9), 2nd Craft Skill (chemical, electronic or mechanical) 6 (+9), 3rd Craft Skill (any) 6 (+9), Diplomacy 5 (+5), Disable Device 6 (+9), Knowledge (one science or arcane lore) 8 (+11), 2nd Knowledge Skill (one science or arcane lore) 8 (+11), 3rd Knowledge Skill (technology) 6 (+9), 4th Knowledge Skill (history) or Medicine 8 (+11), Notice 5 (+7), Profession (scientist) 8 (+11)

Feats: Beginner's Luck, Benefit (has access to classified research), Benefit (can order other scientists around), Connected, Inventor, Master Plan, Redirect, Skill Mastery x2, (two Craft Skills, Concentrate, Disable Device, four Knowledge Skills), Well-Informed

Background: In case you need it, here is a template for one or another of PDI's top researchers. They will almost certainly have

multiple Doctorates and some impressive awards hanging on their cramped office walls.

Dr. Malinowski

PL: 4

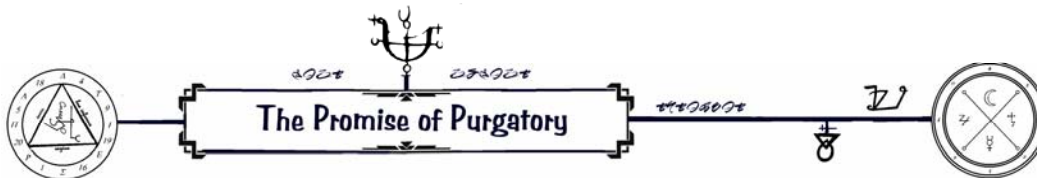
Str: 10 (+0) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 18 (+4) **Wis:** 16 (+3) **Cha:** 10 (+0)
Initiative: 1 **Attack Bonus:** 0 **Defense:** 2
Toughness Save: 0 **Fortitude Save:** 1
Reflexes Save: 1 **Willpower Save:** 3

Skills: Concentration 6 (+9), Computers 7 (+11), Craft (chemical) 6 (+10), 2nd Craft Skill (electronic) 7 (+11), 3rd Craft Skill (mechanical) 7 (+11), Diplomacy 7 (+7), Disable Device 6 (+10), Investigate 9 (+13), Knowledge (arcane lore) 9 (+13), 2nd Knowledge Skill (technology) 9 (+13), 3rd Knowledge Skill (life sciences) 7 (+11), Medicine 8 (+12), Notice 4 (+8), Profession (scientist) 7 (+11)

Feats: Beginner's Luck, Benefit (has access to classified research), Benefit (can order other scientists around), Connected, Improvised Tools, Inventor, Master Plan, Redirect, Skill Mastery x2, (two Craft Skills, Concentrate, Disable Device, four Knowledge Skills), Ultimate Effort, Well-Informed

Complications: Absent minded.

Background: Head of research at PDI, Dr. Malinowski knows things about 6-dimensional space and metahuman physiology that would reduce most minds to jelly. Yet he's a bland, ordinary little man, pudgy-cheeked and balding, who speaks quietly and shows no hint of the incredible things in his brain. Absent-minded to a fault, he's often too busy thinking about things like self-assembling hyperdimensional anti-constructs and the way they relate to the rituals of voodoo to be bothered to tie his own shoes or zip his own fly. He dresses with a casual lack of concern for style. No one has told him that turtlenecks and corduroy jackets are no longer in fashion and if they did, he would forget it at once. His socks are never from the same pair, when he wears them at all. Fortunately, the PCs encounter him at work, where he



generally wears a lab coat and looks at least vaguely normal.

INTERLUDE IV: GETTING TO THE LAIR

The heroes are informed by Dr. Malinowski that the research center's sensory equipment was able to record the energy signature of the villains when they teleported into and out of the building. The readings indicate the energy was extra-dimensional in origin. That's bad, for it means that tracking down the Motley Crew will be a lot more difficult. Professor Purgatory and his associates have almost certainly escaped into another dimension.

Dr. Malinowski goes on to state that the center may be able to create a dimensional transporter that will allow the PCs to follow the villains, but that this will require weeks or even months. Assuming the characters are unwilling to wait this long, several possibilities exist:

If one or more of the PCs is capable of inter-dimensional travel the heroes may attempt to follow Professor Purgatory on their own. Dr. Malinowski can help them here. In just a few hours (or however long the GM deems appropriate) the staff at PDI can give the PCs a lot of information on where the Professor might have gone. The data provided by the research center will allow them to treat the dimension they are trying to reach as semi-familiar, reducing the DC of any power check/skill roll needed to reach the Professor's headquarters (and return) by 5.

While the scientists and staff researchers at the PDI center would never attempt to rush the construction of a device like an inter-dimensional gateway—their concern about possible adverse consequences will cause them to “go slow” and they will be unable to even agree on a design approach for the first couple of weeks—superheroes are not likely to be so reluctant. PCs with the Artificer, Inventor, and/or Ritual feats and the prerequisite skills can certainly attempt to build their own doorway to the Professor's hidden extra-

dimensional fortress. If the PC attempt to hasten the process, follow the rules for “jury-rigging” inventions described in the core rulebook.

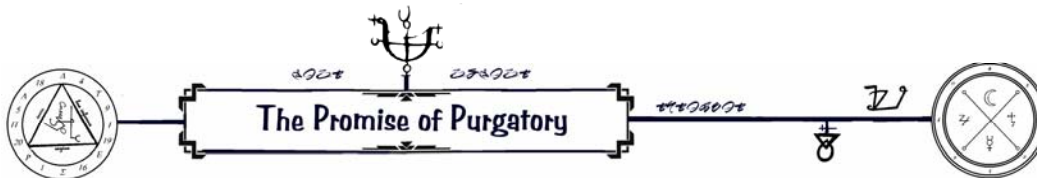
If neither is an option for the characters, the GM should proceed to the scenario below.

INTERLUDE 4.5: Getting to the Lair, the Other Way

Lacking any means of pursuit, the heroes have no choice but to sit back and wait...either for the PDI to come up with a breakthrough or for the villains to strike again. After a few days have passed the characters receive news that two more of the abductees have turned up. They were found wandering and confused in a public park. They have been identified as Arthur Wild, the college professor, and Julianne Pratt, the socialite.

In the photos taken of them as they were escorted to a nearby hospital Ms. Pratt seems to be drastically shorter, now almost dwarfish in stature; Professor Wild appears terribly thin, though his condition is unclear, as he is draped in a blanket, his face concealed by a hood. His photographic image seems to have a strange greenish tinge around it. The families of the victims are refusing to allow visits by anyone but the police and FBI. Unlike the first two victims who were clearly in shock, these two showed no signs of adverse physical effects (other than their transformations); unlike the previous victims, they cannot recall any details of their ordeal. Authorities report that similar abductions are occurring in other cities, and the public is increasingly critical of the super-hero community's inability to stop them. The PCs are coming under especially harsh criticism for their perceived failure to capture the villains at the research center.

Shortly thereafter, a man appears at the PCs' HQ—an elderly, white-haired Native American man, dressed in cowboy-style garb and carrying a black leather satchel. The man politely requests he be allowed to enter and submits to any security measures



the heroes request. If the heroes do not have a central meeting place, the man will show up at one of the PC's homes, or else will just present himself to them while they are out on patrol.

The old man introduces himself as Abraham Near-the-Spirits. Abraham explains that he is the grandfather of John Bright-Path, the man the heroes know as Warpath. He explains that he has been tracking his grandson for months, to persuade him to abandon his current path, and that his efforts have led him to the heroes. Abraham relates the whole sad history of the Spirit Warrior -- especially the plight of his grandson's daughter (see the entry on Warpath on page 105 to learn all about his unfortunate personal history). He tells the heroes that "Warpath" is still a good man at heart, that his grandson is simply lost in desperation, guilt, and pain. He asks the heroes to appeal to the heroic man his grandson once was when next they see him.

The medicine man states that he can use the mystic bond he shares with his grandson to transport the heroes to the "land beyond seeing" where Warpath, Professor Purgatory and the others currently dwell. As soon as the PCs are ready, he begins the necessary ritual, chanting and dancing. He finishes by tracing a circle along the floor with his fingertips; within moments a shimmering column of light appears—the gateway to Professor Purgatory's lair. He explains that the gateway will close after the group steps through, but the heroes may summon the gateway again by returning to the spot where they first entered the otherworldly realm and speaking the sacred word "Inuchuk". He promises that he will stand ready to reopen the gateway until the heroes return.

NPCS FOR INTERLUDE 4.5

In case the PCs need to turn to Warpath's grandfather for help, here he is. We don't have any other NPCs for this section, since he's the only one the PCs will encounter.

Abraham Near-The-Spirits

PL: 9

Str: 8 (-1) **Dex:** 12 (+1) **Con:** 10 (+0) **Int:** 18 (+4) **Wis:** 20 (+5) **Cha:** 18 (+4)
Initiative: 1 **Attack Bonus:** 3 **Defense:** 4
Toughness Save: 0 **Fortitude Save:** 0
Reflexes Save: 1 **Willpower Save:** 10

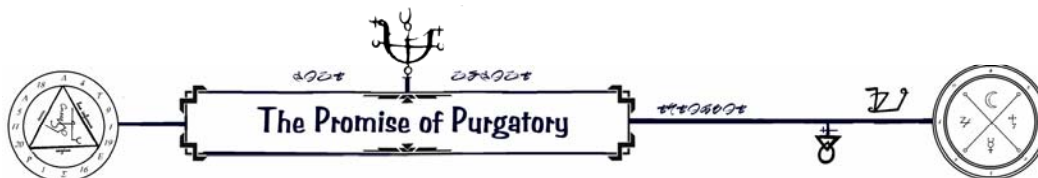
Skills: Bluff 5 (+9), Diplomacy 8 (+12), Gather Information 5 (+9), Handle Animal +5 (+9), Knowledge (arcane lore) 10 (+14), Knowledge (theology and philosophy) 9 (+13), Knowledge (history) 8 (+12), Medicine 6 (+11), Notice 9 (+14), Performance (singing) 5 (+9), Performance (oratory) 10 (+14), Profession (tribal shaman) 8 (+10), Ride 7 (+8), Search 4 (+8), Sense Motive 9 (+14), Stealth 9 (+10), Survival 9 (+14)

Feats: Artificier, Contacts (in spirit world), Hide in Plain Sight, Ritualist, Tracking

Powers: Astral Form 9 (Power Feats: Dimensional 3, his astral form can move to any dimension in your campaign setting; Flaw: Progression [takes five minutes of meditation to assume astral form]), Communicate 3 (Power Feat: Dimensional; Flaw: Only works on innately supernatural beings), Force Field 8 (Extra: Invisible effect; Flaws: Only protects him against supernatural attacks), Healing 8, Mind Shield 8, Summon 9 (Flaws: Attitude of summoned entities is Indifferent, Progression [takes roughly 20 minutes to perform a summoning]), Super-Senses 8 (Acute Hearing, Awareness of Magical Powers, Detect Magic, Detect Magically Invisible entities, , Precognition), Super-Movement (Dimensional) 9 (Extra: Portal; Flaw: Progression [takes one full minute to open the portal]), Telepathy 9 (Power Feat: Dimensional; Flaw: Only works on innately supernatural beings)

Drawbacks: Action (takes 20 minutes to use his Summoning power, 5 minutes to use Astral Form and 1 minute to use Dimesnional Movement) -6 pts.

Background: The Lakota holy man arrives to help the heroes just when they need aid the most. He is linked to his grandson,



Warpath, through the strength of their bloodline, and even the dimensional walls that separate our universe from the realm of the White cannot prevent him from sensing John Bright-Path's whereabouts.

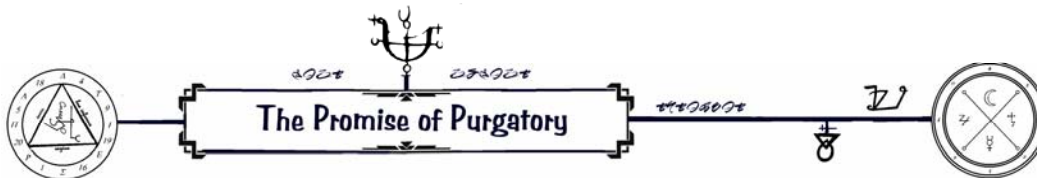
An accomplished shaman, Abraham can work true magic, though for him doing so requires considerable time and the proper resources—he is no sorcerer, able to hurl bolts of hellfire or turn sand into gold at will. The magic he commands centers on divinations, healing, and communing with the totem-spirits. He can, however, perform a number of impressive rituals under the right conditions. Like his grandson, Abraham possesses certain preternaturally acute senses, though not nearly to the degree that Warpath does. He was given the name “Near the Spirits” because of his power to cast his soul out of this world and into others, beyond the ken of normal men. Abraham is now 95 years old and truly beginning to “feel his age”; despite his superb genetic heritage, he is no longer up for much in terms of physical confrontations (giving up the occasional bar room brawl was tough for him), though he is still likely to make it over the century mark in relatively good condition.

Abraham is a stocky man with a slight paunch who dresses like an urban cowboy and still has an eye for attractive women. He has a tanned, heavily lined face, healthy head of long white hair, and twinkling grey eyes that reflect his wisdom and kindness. Abraham is often a somber man, particularly in respect to the painful experiences of his grandson and great-granddaughter, but has maintained a sense of humor about life. As he says “The gods and spirits are crazy, so why should we expect people to be sane?” He takes his responsibilities as a medicine man/shaman of the Lakota tribe very seriously, and would never refuse his aid to anyone, even if he thinks they're unworthy.

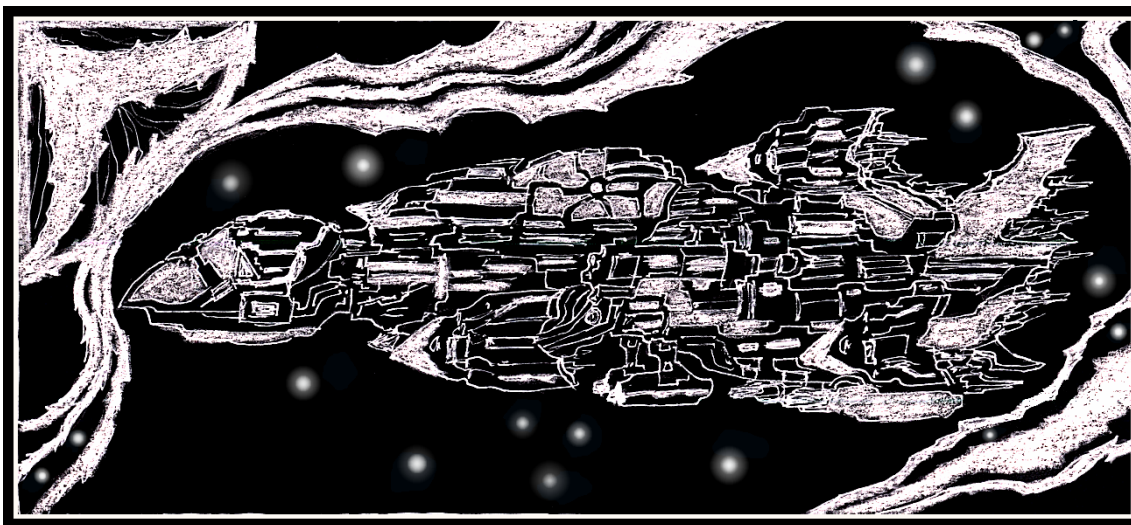
Abraham's primacy concern is saving his grandson's soul. He understands the reason's behind John Bright-Path's actions, but knows that they will lead to his spiritual destruction. He will do anything he

can to save his granddaughter, but he knows that one life cannot be bought at the price of others—Abraham believes there are some lines that simply cannot be crossed, though he would willingly sacrifice his own life in an instant to heal little Shania, or restore Bright-Path to the heroic course that he was meant to follow.

If the PCs are successful in their crusade against Professor Purgatory and bring Bright-Path safely back to Earth with them, Abraham will consider them great heroes, and will feel that he is in their debt. He will tell them to call upon him any time they wish, for as long as he walks in the world. He might also request their aid in seeking a potential cure for his great-granddaughter, one that might well be dangerous to obtain.



SCENE VI: INTO THE BEYOND

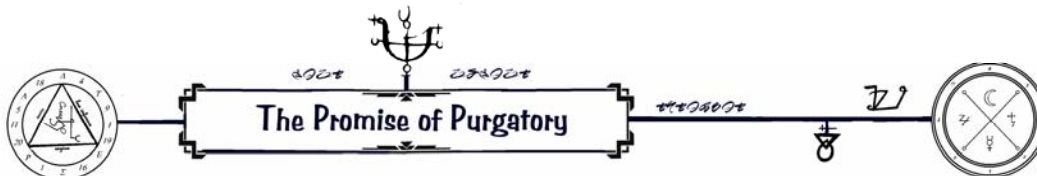


Professor Purgatory uses the plane-spanning vessel *Paradise Delayed* as his lair. The *Paradise Delayed* resembles an outsized futuristic aircraft, large enough to house several hundred Borderers. The vessel's facilities include Professor Purgatory's personal library, an occult-research laboratory, living quarters and training areas for the Motley Crew, holding cells for prisoners, and of course the Transcendence Chamber itself. The *Paradise Delayed* has relatively little in the way of security systems, as the Professor deemed the ship's remote location measure enough. The ship has three main decks, connected by a series of floating platforms (each platform can carry six normal-sized individuals).

The ship itself currently exists in a small, desolate universe the Professor has dubbed The White. As the name implies, the dimension is mostly empty white space, though matter from a hundred other universes litters its blank expanses. The White is a cosmic sink hole with a turbulent vortex at the center, a vortex that swallows

up and spews out flotsam and jetsam from other universes. Astoundingly, there is at least one native species, the Vore-Dogs, ferocious scavengers that the Professor has trained as guard dogs (see below).

However the PCs reach the Professor's lair, they should initially arrive in an unoccupied portion of the ship, a holding area or maintenance corridor, allowing them to get their bearings before proceeding. Permit the heroes to explore the structure unnoticed for a time, giving them a sense of the ship's scale and unearthly origins. If the GM wishes they may come upon the navigation room (granting them a glimpse of the universe outside), the transportation deck which allows teleportation between dimensions and within the ship as well (DC 30 Intelligence check to decipher the controls), or the Vore-Dog kennels, which contains 2-20 immature specimens (the creatures will break out of their cages and attack the PCs). Each minute the heroes spend exploring there is a 15% (1-3 on d20) chance they will encounter some of the



ship's inhabitants -- either a pair of Vore-Dogs accompanied by four Borderer warriors (1-5), a wild pack of six Vore-Dogs (6-7) escaped from the kennels, or a group of Borderer women and children (8-20). These Borderer non-combatants are Professor Purgatory's servants, performing whatever menial tasks he requires. The heroes may attempt to obtain the location of the holding cells, the Transcendence Chamber, or other important locations from the servants through intimidation (DC 20 skill check) or telepathy, but few speak even limited English.

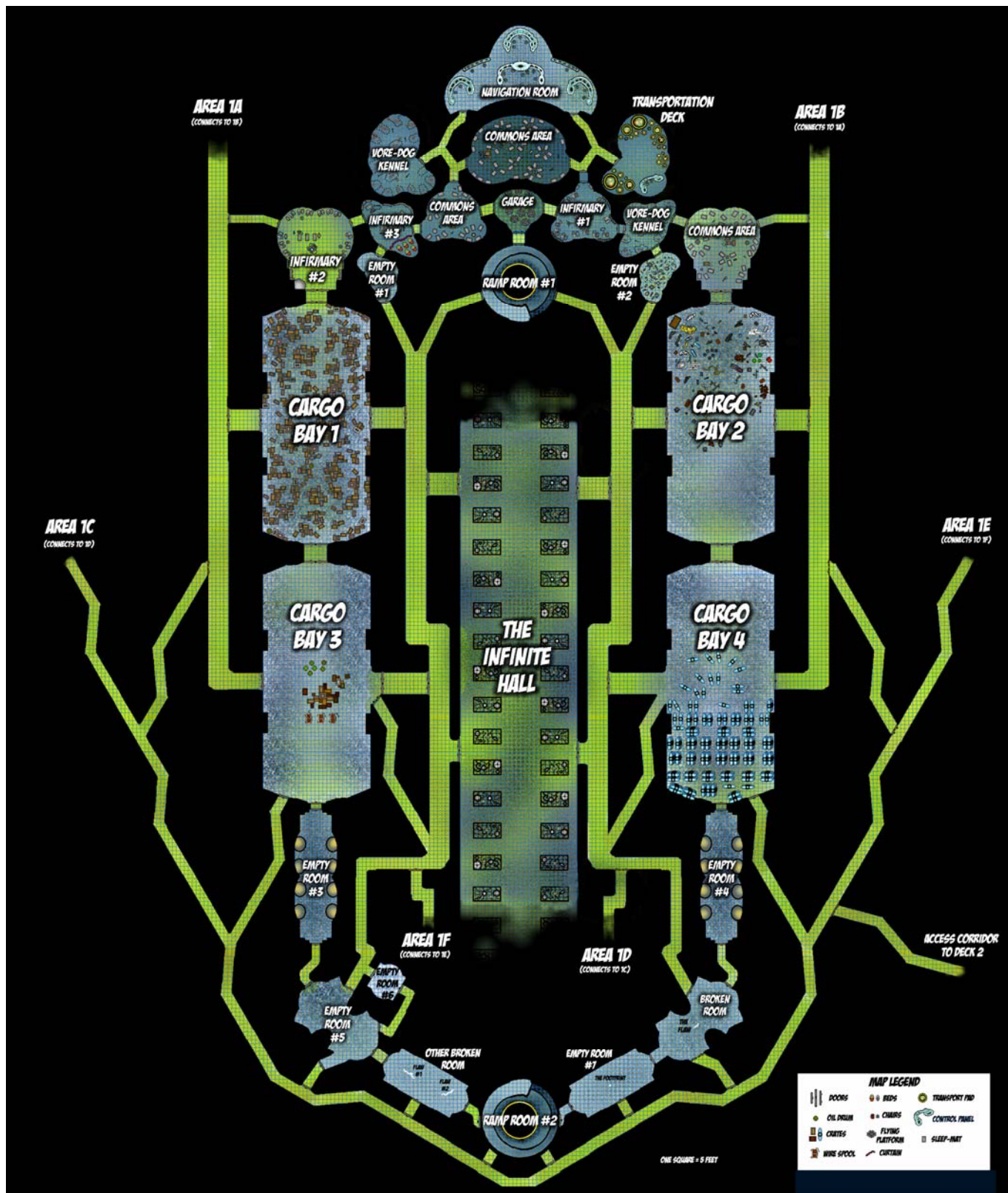
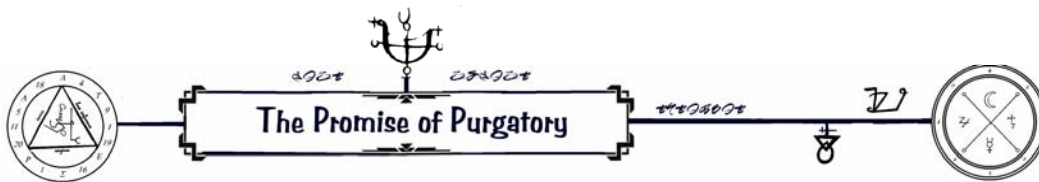
GM's Note: Weird Spatial Effects and Abnormal Reality

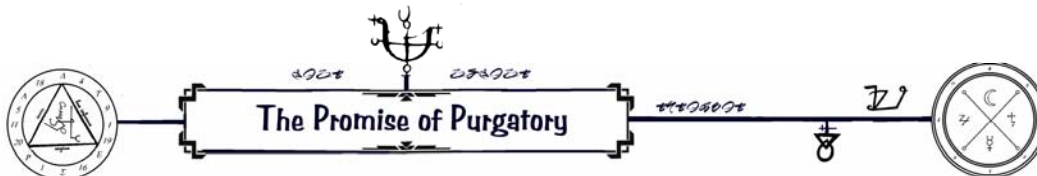
Space folds back on itself inside the Paradise Delayed. Gravity functions more or less normally, "up" and "down" remain completely consistent throughout the ship, and the positions of objects and rooms don't change when you aren't looking at them. But there are passages that connect to one another in ways that don't make logical sense (see the map and the room descriptions). If a character manages to bash a hole in one of its interior walls, roll at random for which room the hole leads to. You could wind up in the room next door or one on the other side of the ship. The hole is permanent-until it is repaired it will only connect those two rooms together. For some reason breaking through a wall will only lead you into other rooms on the same level. If, on the other hand, you smash your way through a floor or a ceiling, you could find yourself breaking into the floor or ceiling of any room on any level. Make a hole in a floor and it will always lead to a ceiling, make a hole in a ceiling and it will always lead up through the floor, but it could lead to the level above you, the level below you or anywhere else. It could even be the room you are standing in. While the odds are against it, it is technically possible to accidentally punch a hole in the floor you are standing on by breaking through the ceiling above you. Just as with making holes in the walls, once you have broken a

hole in a ceiling or floor, the two rooms are permanently connected.

X-Ray Vision and Clairvoyance are almost useless here. If you look through a wall or project your consciousness past it with clairvoyance, you see a random room on the same level--perhaps even the room that you are in. The problem is that it's a different room each time you use the power (unless of course you roll the same room once again. Peering through a floor or ceiling reveals a random room from any level. Character with the ability to walk through walls can use it normally here. Walking through a wall permanently fixes the identity of the room on the other side of the wall, just like bashing a hole through it. Characters who use Astral Projection, on the other hand, will have to roll a random room every time they pass through a wall, no matter how many times they've passed through it before, and may soon become hopelessly lost.

The PCs may spend a lot of time wandering around the enormous ship before they encounter the Motley Crew. Here's a brief guide to the rooms on the Paradise Delayed.





The First Deck

Haunted by Borderers, Vore Dogs and who knows what else, Deck One is a dangerous place, and not even the Professor knows everything it contains. It is much larger than any of the other decks.

A Note About Doors

All of the doors aboard the *Paradise Delayed* can be locked, but few of them ever are—it confuses the Borderers.

There used to be security keys that would open various types of doors, but they have all long since been lost. Any door can be set to open with a combination, but it takes A Notice Roll vs. DC 20 to figure this out and a Computer roll vs. DC 15 to actually set a combination. Both professor Purgatory and Warpath have already figured out how to do it, and neither one has to make a roll. It takes a full round for anyone to set a combination, and a Movement Action to unlock a door if they know the combination. For some reason, any and all doors on board the ship unlock themselves at Professor Purgatory's touch. The *Paradise Delayed* seems to have at last accepted him as its master.

Most of the doors have a Toughness of 10. The wooden doors on the Motley Crew's quarters aren't as tough, and have a Toughness of 5. The Navigation Room, Infirmary Bay #3 and the doors which lead into the Professor's personal quarters all have a Toughness of 15.

The Navigation Room: The room is dominated by a massive view screen that allows those navigating the ship to see outside into the unearthly non-matter of the White. One spacious copper-colored metal chair is mounted on a dais near the back, raised a few feet above floor level. This is the only seat that a normal human can comfortably fit in, as the others are designed for the blocky physiques of the Borderers. Banks of weird electronic instruments line both sides of the room, lights blinking and screens humming. Deciphering the controls requires a DC 30

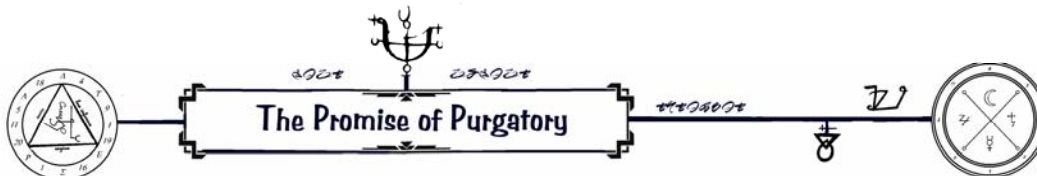
Intelligence check and at least ten minutes time spent examining the set up.

The Infinite Hall

The door opens into what looks like a gigantic, impossibly long corridor. Huge rectangular slabs of metal march off to infinity in both directions. These slabs have open sides, and appear to be packed with broken gears, immense steel balls and stranger, less identifiable shapes. They might be alien computer banks or modern art or monuments to forgotten gods or anything. Far off in the distance, right near the vanishing point, the PCs can see a group of figures, too far away to make out clearly (unless one of the group has telescopic vision, in which case they'll figure this room out almost immediately). If the PCs approach the distant figures, they move farther away. Whenever they think to ask, or GM decides it's appropriate, the PCs notice that the figures always move the way they do, like the figures in a mirror. They are looking at themselves. The room is only about a hundred yards long, but it folds back in on itself like a worm devouring its own tail. After they have traveled far enough, the PCs find the same door they entered through.

The Transportation Deck: This room bears a vague resemblance to its *Star Trek* namesake, though the control panel is designed to be operated by the blocky four-fingered hands of Borderers, not humans, and all the equipment is labeled in alien hieroglyphs. The room allows teleportation between the White and the earthly dimension and back, as well as anywhere within the confines of the ship. One striking difference is that the transportation platforms themselves are all of unequal height, and arranged in an odd pattern; this is necessary for the teleportation/dimensional travel functions to work properly. A DC 30 Intelligence check is needed to comprehend the controls.

The Vore-Dog Kennels: This is where young Vore-Dogs are whelped and cared for



until they are ready to be trained as guardians. The Vore-Dogs are kept in makeshift cages of steel-mesh, fed and cared for by Borderer servant women equipped with feeding spoons mounted on long metal poles (two are present when the heroes come upon the scene); the poles are also used to beat back the beasts if they become too excited. The room is not terribly clean, the smells of rust and ozone fill the air and unidentifiable liquids pool on the floor.

See Pages 116-117 for stats and other material on the Vore Dogs.

Commons Area: One of the Borderers' mass communal living areas. Noisy, crowded, and squalid by human standards, yet at the same time almost antiseptically clean. Borderers lead cluttered lives and don't pick up their living areas any better than small human children, but their bodies don't produce a lot of waste products, either. This area is largely filled with women and children, as most male Borderers are either off on raiding missions, patrolling the ship, or in one of the vessel's infirmaries.

Each family has its own communal sleeping mat, woven from grey metallic fibers. The mats cluster in groups, but not according to which families are related to one another—the Borderers can barely keep track. The way they choose groups is mysterious to non-Borderers. Almost every group has a large communal cooking pot in the center of their cluster of mats, but not all of them do, and Borderers often eat from other groups' pots when they happen to be nearby. To human senses the pots smell very strange; more like a crucible or a smelting pit than a kitchen.

There are three major Borderer warrens on the first deck. They don't make war on one another, or seem to have separate tribal identities. Why they live apart is a mystery.

“Garage”

The Professor stores a number of the Borderers' flying platforms here. There are

some work tables and equipment on one wall that could be used to repair and maintain the craft, but the Borderers lack the intelligence and Professor Purgatory lacks the patience to do very much work here, so the workspace goes largely unused.

If a PC wants to pick up a tool and use it as a weapon, the GM should let them. They can find everything from huge, weirdly-shaped wrenches that do +3 damage to arc-welders that do +5. The GM should work out the precise details.

Cargo Bay 1

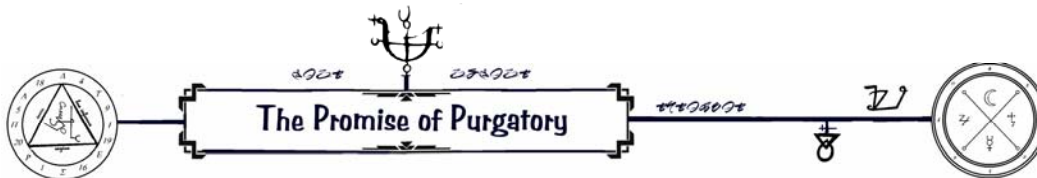
All of the ship's cargo bays are huge, with seventy-foot high ceilings. Professor Purgatory has piled huge heaps of supplies in here. Sometimes you can find older, weirder things that previous tenants have left behind.

Bay #1 is packed with crates of the Professor's supplies, some dating back to the 1970s or before. The crates are stacked four high, and sometimes are perilously wobbly. The bay is poorly lit, deep shadows are everywhere and nearly anything could be hiding in the dark nearby.

If the GM feels cruel, the PCs can risk getting lost among the endless piles of crates, or reach a place where they've been stacked ineptly and a failed Reflexes Save vs. DC 10 will bring a pile of them crashing down on top of the party (damage +7 to anyone in a five foot radius, or else whatever the GM thinks is appropriate, based on the circumstances). The Borderers are supposed to guard the supplies, but don't stand watch and sometimes raid them for edible pieces of metal and for equipment. The Professor thinks it would be beneath him to care.

Cargo Bay #2

Directly adjacent to a major nest of Borderers, this cargo bay is largely empty of the Professor's supplies, and instead holds whatever random trophies the Borderers have managed to snatch on their raids. Toilets, hunks of metal, pieces of sidewalk, fur coats, designer tennis shoes, old newspapers, lamps, car bumpers and



anything else the GM cares to throw into the mess lie in a tumbled heap, waiting for the day the Borderers figure out what to do with any of it. Even though they have, at present, no use for most of the stuff in this room, they will guard it fiercely.

Cargo Bay #3

Nearly empty, this massive room is where Professor Purgatory keeps most of the supplies for his laboratory, workshop and personal quarters. Crates of fine wines rest next to bundles of pipes and huge spools of wire. Cases full of glassware racks and new saw blades rest near unopened boxes of cologne and expensive bath soaps. The Borderers have learned that Professor Purgatory will inflict savage punishment on anyone who breaks into these stores, so they won't raid them. They even make a half-hearted attempt to guard the room for him. There is a 1/2 chance that the PCs will find two male Borderers standing watch outside each of the doors whenever they happen by.

Cargo Bay #4

About half full, this bay still contains some strange blue crates left by one of the ship's previous owners. The crates are all identical, all fourteen feet long by five feet high by five feet wide, and all made of a strange plastic-like substance that has a Toughness of 6. They can be opened with a crooked metal tool, about six inches in length. One or two of these tools can be found lying around in the room's corners. If you open a crate by sticking a tool into the hole on the front and rotating it counter-clockwise, the whole front side melts away into nothingness. The Borderers have never figured this out and prefer to blast or rip the crates open. Most of the unopened crates are empty, or contain a few grains of a soft, popcorn-like material which defies conventional analysis, but about one in ten holds weirdly shaped metal ingots of various types.

Empty Room #1

A narrow, well-lit room with a very high ceiling. If Professor Purgatory is conducting any cruel experiments in Infirmary Bay #3, then 2-3 Borderers will be standing guard here. Otherwise, the room stands vacant.

Empty Room #2

A tall, narrow chamber filled with incomprehensible broken machinery and trash the Borderers have discarded. No one can make sense of the weird mechanical fragments strewn around the room. No PC gadgeteers can improvise any kind of equipment out of them--they're just too strange. It's as though they were engineered to fit a completely different set of physical laws.

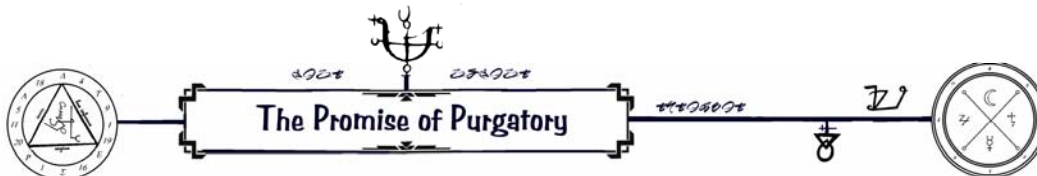
Empty Room #3

Very tall (about sixty feet) and uncomfortably narrow for its height, huge pipes come out of the wall and run into the floor. If a PC tries break into one of the pipes, they have a Hardness of 15. Nothing is in the pipes, although the air smells acrid and stale. A character who tries to explore the pipes from the inside will find that they bend back on themselves though a ripple in space and connect only with the pipes on the opposite wall. What function do they serve? Even the Professor doesn't know.

Empty Room #4

Another empty room, with more pipes running down the walls. See the description of the previous room to find out more about the pipes and where they lead.

There is an odd temporal anomaly which visits this room from time to time. Whenever the PCs pass through it, there is a 1/5 chance (or the GM can just throw this at them on a whim) that they encounter the anomaly. One of the PCs (it should be one who doesn't have super-speed or any powers related to time-control) suddenly starts moving half as fast as the other PCs. Everything suddenly looks tinged with blue to them (the consequence of having the wavelengths of all the light reaching them get shortened) and the other PCs seem to



rush about at incredible speed, speaking in high-pitched squeaky voices. Any PC with Time Control can fix this temporal glitch by taking an action and rolling vs. DC 10. The time distortion effect lasts only for three rounds anyway. Right at the end, the PCs all hear Warpath's disembodied voice snarl the words: *"—any foolish damn thing!"*

A PC with time-powers recognizes this as a temporal echo, probably from the future, of something they are going to hear. If the PCs are in contact with Dr. Malinowski, he can offer the following interpretation *"That? Oh that was a temporal echo. Probably from the near future. Something you're going to hear, hmmm? Going to have to expect some of those. Reality isn't as dense there as it is back home. Actions you take make bigger eddies, wider ripples in the time-stream. The more significant the event, the bigger the ripples, so that was probably the ghost of a moment that will be important to you, personally"*

The time distortion effect happens about one in every five times the PCs pass through the room, but they only hear the echo once.

Empty Room #5

This oddly-shaped, empty chamber has remained vacant for a very long time. Nothing can be found here but the dust of a thousand years. The layer of dust on the floor is so thick, in fact, that anyone crossing the room on foot (who isn't immaterial or using some other such trick) will leave a trail that anyone can follow without even having to make a roll.

Empty Room #6

A smaller, empty room, brightly lit by glowing patches on its 10 foot high ceiling. The light is uncomfortably bright in here, for no apparent reason. It always seems to be spotlessly clean, although no one ever cleans it.

There is another temporal echo in here, like the one in Empty Room 4. Here two of the PCs will start moving at double-speed for a round. Everything suddenly looks tinged with red to them, and their

fellow PCs seem to move in slow motion. There is always a 1/5 chance that this will happen, but the first and only the first time it does, the PCs will hear Warpath's voice, as if from nowhere, saying angrily *"my blade used to belong--"*

Empty Room #7

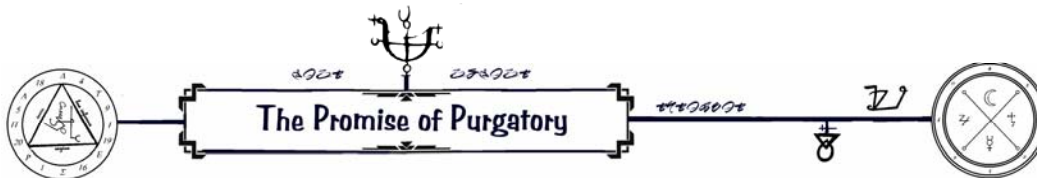
Empty and devoid of features, a thick layer of dust lies on the floor of this room. In the middle of the dust is a single footprint. It looks like it was made by a woman's bare foot. On closer examination, the foot had claws. The ceiling in this room is very high, at least fifty feet, and the light comes from a glowing band that runs around the chamber at about the twenty-foot level. The ceiling is shrouded in darkness. Could something be lurking up there? The answer, of course, is up to the GM.

Infirmary Bay 1

Professor Purgatory has converted this room into a medical treatment center for the Borderers. It looks not unlike a first aid station, save that little consideration is given for either the comfort or privacy of the patients.

A total of eight Borderer warriors are in this room, along with two novice-warriors (males in late adolescence physically equal to Borderer females), and all are obviously suffering from various combat related injuries. They are lying on cots or sitting up on the examinations tables, being tended to by two Borderer matrons (their "nurses"), or the medic android (see description following). Limbs are bandaged and splinted, open wounds are treated with some sort of sour-smelling paste, and pastel-colored tablets are popped into their open mouths by the females.

None of the Borderers will attack the PCs—they will be startled to see strangers aboard their vessel but will simply gaze curiously, not initiating violence unless the heroes do something to provoke them. If forced to fight, assume that the Borderers suffer -2 to their Attack rolls and Toughness saves due to their wounds. None of them



have any of their standard weapons with them—they will be forced to fight unarmed.

The nurses and the medical android will not fight under any circumstances. It will not occur to any of the Borderers to use medical tools as improvised weapons—the concept that something could be used both to hurt and to heal people is well beyond their mental capacity.

The Borderers are made of more robust materials than fragile earthlings, and the tools used to repair their flesh look very ominous to human eyes. Huge motorized blades, drills and wickedly shaped tools rest in racks on the walls. The Borderers nurses are overworked and do not have the time to keep the area very clean, but the Borderer body fluids do not look or smell anything like ours, so the odors and stains here are just weird, not disgusting.

The medical android (if such a human word is appropriate) is a cylindrical, 4 1/2 foot tall undulating mass of feelers and tentacles; the thing scuttles along the floor on four stubby three-toed feet. Its appearance may or may not be a clue to the nature of the Borderers now extinct masters. The robot is designed to diagnose and treat the ailments of the Borderer crew, not human beings or other living organisms. It can re-form its limbs into any surgical implements it needs and synthesize any number of medicinal drugs within its body.

The android can communicate in English, having assimilated the language from interaction from Professor Purgatory and the Motley Crew, but conversing with it will be of little value to the PCs, as its knowledge is limited to the scope of its medical duties. It could conceivably be reprogrammed with the data needed to properly treat human beings, but the utterly weird, alien nature of the android would require a character making such an attempt to succeed on a both a Computers skill check and a Craft (Chemical—the thing is a bio-chemical construct) skill check against DC 35.

The android was part of an entire complement of such artificial life forms designed to attend to the crew's needs, but

it is one of only two remaining operable on the ship (Professor Purgatory has not bothered to repair the others). The android's stats are as follows:

Alien Medical Android

Str: 10 Dex: 20 Con: N/A
Int: 20 Wis: 10 Cha: 10
Initiative: +5 Attack: +5 Defense: +10
Toughness Save: +0 Fortitude Save: N/A
Reflex Save: +5 Willpower Save: +0

Feats: Improvised Tools, Inventor (used to create surgical tools and drugs/treatments).
Skills: Craft (chemical): +16 (+21),
Knowledge (Life Sciences): +16 (+21),
Language (English), Medicine: +16 (+21),
Notice: +8.

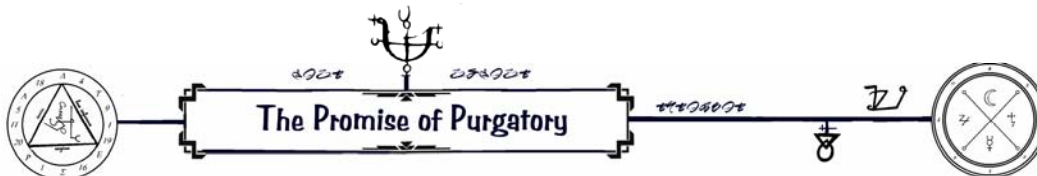
Powers: Additional Limbs 3 (8 tentacles),
Super Movement (Wall Crawling), Super
Senses (Blindsight, Detect Life Energies).

Infirmary Bay 2

The Professor has partly converted this room to human use, using it to tend to the medical needs of both the local Borderer tribe and any human guests he has brought aboard. This bay is much cleaner than the first infirmary, although human patients would still find the Borderer's odd smells and intimidating-looking medical tools on the walls unnerving. The Motley Crew does not care for the place.

The Borderer nurses here have been trained to care for human patients, and unless they have been instructed specifically not to render aid to the PCs, they will give them assistance as a matter of course. They are efficient caregivers, but not very bright, and incapable of coping with unfamiliar medical conditions. They will attempt to treat a human PC to the best of their ability, but have only the equivalent of 4 ranks of the Medicine skill.

At any given hour of the day, there will be three nurses in the infirmary, standing idle or mending their garments unless they have a patient. There is a 1/3 chance that between one and four Borderer males will be here as patients, in various states of injury. Unlike the nurses, they will



know that the PCs are intruders, and may attack them or run to the nearby warren to get help, depending on how badly they are injured.

Sitting in one corner of the bay is what appears to be some sort of transparent plastic tent (Toughness 10, Impervious to blunt force); odd markings are painted on the surface of the bubble (this would translate as “quarantine”); inside are three Borderers—one male, one female, and one child—and the second remaining medical android.

Every member of the Borderer family is suffering from some sort of skin-wasting disease. Soft, crumbly looking red patches mar their hides. The male contracted the illness while on a raid into a previously uncharted dimension, and passed it on to his unfortunate mate and offspring. The Professor has isolated them out of caution, though the sickness does not appear to be airborne. A mystic code word allows passage in and out of the bubble, allowing the speaker to meld through the gel-like substance of the bubble’s walls. The illness is not contagious to humans, even if the PCs are exposed.

Infirmary Bay 3

This area stands out from the other two infirmaries, as it more far closely resembles a typical human hospital setting—the medical equipment in the room is mostly recognizable, and the signs and labels are in English. Borderers from the nearby warren avoid this place; none would ever consent to be treated here, even if badly hurt or crippled. Professor Purgatory once used this room to perform grotesque medical experiments on anyone that earned his wrath, including a few Borderers that rebelled against his takeover of their ship. He has had little time for these pursuits of late, but the infirmery still carries the smells of death and pain; though the room has been scrubbed clean, a faint but noticeable stench hangs in the air, the acrid scents of blood and human waste mixed with unidentifiable chemical odors.

A red curtain divides off one corner of the room. Behind it is a recovery room of sorts. The laboratory portion contains beakers of bubbling chemicals, several operating tables, vats of formaldehyde containing dissected body parts and even whole specimens, logbooks containing entries about past subjects and procedures, and assorted occult paraphernalia. Evil-looking surgical tools and devices line the walls; most of them are stained permanent rust red. Given the archaic (and awful) look of some of the tools, the use they have been put to is not hard to guess at. The most jarring detail about this side of the infirmary bay is the row of dissecting tables, and the fact that they all have restraining straps on them.

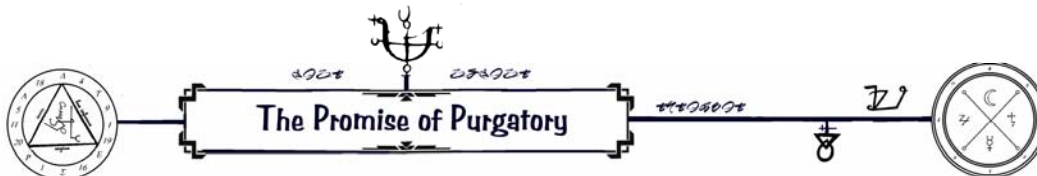
The restraints on one of the most sturdily-built tables are made of some sort of hyper-steel alloy (Toughness 20). One set of restraints has been ripped open from the inside.

A log book details how the Professor’s tortured Axel Noir and Jamie Becker (assuming the Professor did indeed get his hands on them), though the Professor did not videotape the sordid affair.

GM’s Note: Only introduce this logbook if the PCs are actually curious about the fate of the Noirs—there is little point in introducing new plot threads at this stage of the adventure.

A simple DC 10 Notice check allows the PCs to locate any number of the useful medical supplies contained in the room—common drugs of all sorts (from antibiotics to painkillers to stimulants, all properly labeled), surgical tools, and several completely stocked first-aid kits. A DC 15 Knowledge (arcane lore) check allows the heroes to identify six beakers of “Restorative Fluid”—each dose of which confers the benefits of ten ranks of the Healing power upon the imbiber.

The recovery room side of the infirmary bay has five actual beds with sheets and cushions instead of unpadded benches and



cots. This room may be occupied or not, at the discretion of the GM. Some possible occupants include:

1) Brad Williams III

A grey-skinned, armored humanoid lies in one of the beds, eyes open but silent and unmoving. This is a man who was recently put through the Transcendence Chamber. The mental trauma caused by the transformation has temporarily put him into a catatonic state. The Professor has transferred him to the infirmary where he can be kept under observation until such time as he recovers sufficiently to be safely returned to Earth.

The man is awake but unresponsive to all attempts at communication. A successful Telepathy power check against DC 15 can rouse him; if awakened he will explain that his name is Brad Williams III, a senior VP for one of the country's leading marketing firms. He was abducted while working on a new ad campaign for a tobacco company.

For the first ten minutes after being revived, Brad will be so distraught and tormented over his disfigurement that the PCs will have to restrain him from running off screaming through the corridors or attempting suicide at the earliest possibility (he may find this difficult however, as his new exoskeleton grants him 10 ranks of Impervious Protection). After he calms down, he will do anything he can to assist the PCs so that he can return home to his wife and children (whom he loves dearly). Brad has little in the way of combat abilities or even skills useful in this situation. He cannot move quickly encumbered by the shell, and may be a liability.

Brad Williams III

PL 2

Str: 10 (+0) **Dex:** 10 (+0) **Con:** 12 (+1)
Int: 14 (+2) **Wis:** 16 (+3) **Cha:** 14 (+2)
Initiative: 0 **Attack:** 2 **Defense:** 2
Toughness Save: 11 **Fortitude Save:** 1
Reflex Save: 0 **Willpower Save:** 3

Feats: Connected (corporate contacts), Wealth.

Skills: Bluff 7 (+9), Knowledge (business) 6 (+8), Knowledge (pop culture) 6 (+8), Profession (ad exec) 7 (+9)

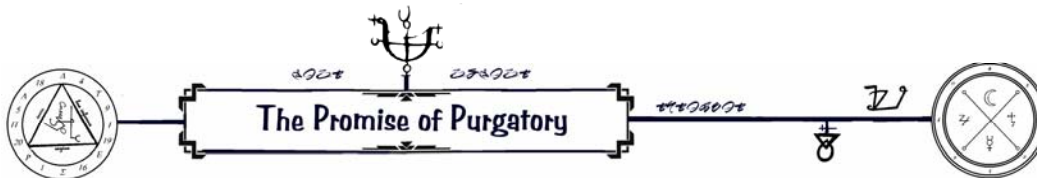
Powers: Immunity 6 (chemicals, cold, heat, pressure, radiation), Protection 10 (Extra: Impervious).

Drawbacks: Disability: shell encumbers him with a medium load at all times; 2/3 normal movement and -3 to all actions; No Sense of Touch; Weird Appearance, -4 to skills involving social interaction with normal people.

2) Doc Magenta

An attractive middle-aged black woman strapped to a gurney, spouting forth an endless stream of words, sentences, and mathematical equations. She speaks primarily in French, but also intersperses words and phrases in English and German. This is Doc Magenta--a female adventurer/occultist of the late 1960s who run afoul of Professor Purgatory during one of the Professor's European escapades.

The Professor captured Doc Magenta and subjected her to arcane neurosurgery, in the hope of opening up her mind to the "higher dimensions of celestial being". This effort worked, after a fashion; since that time Doc Magenta has been in waking coma, speaking non-stop as her mortal mind attempts to process the fundamental truths of the universe. Most of what she says is incomprehensible gibberish, but on occasion her words reveal some lost, ancient secret, a cryptic glimpse of coming events, or the solution to some fundamental question that has plagued scientist or philosophers throughout recorded history. This is why the Professor has continued to care for her for the past thirty-five years, even going so far as to administer longevity enhancing treatments that have slowed her aging to roughly half the normal rate (which is why the now 70 year old doctor appears to be in her late 40s). He only recently had her transported her to the Paradise Delayed, which is why she is on a gurney.



It requires a DC 20 Knowledge (popular culture) skill check for characters to recognize Doc Magenta (DC 15 for heroes with a Western European background). It is beyond the PCs' ability to bring Doc Magenta out of her current state, but they may be able to effect a cure (GM's discretion) if they return her to earth.

3) Axel Noir

If the GM chooses, the heroes may find Axel Noir—or what remains of him. This may be a mutilated corpse, a psychologically and/or physically maimed shell of a human being, or just a terrified man strapped to a bed while he waits to become a test subject for a new procedure that Professor Purgatory has promised him *"will open you up to new...possibilities, Mr. Noir...a new existence free from your sinful mortal taint...unburdened by your gross physical wants and needs."* (Axel has already seen some of the test animals the Professor used as guinea pigs for the procedure-and definitely wants no part of it!)

If Axel is alive, he will cooperate with the heroes as best he can, though his goals will be finding his wife Jamie and escaping, in that order, with no thought to rescuing others or stopping the Professor's scheme. A bit more honorable than his wife, he won't betray the PCs unless Jamie does so first (he can be easily convinced to shake off his feelings of gratitude).

Even if Axel is alive, he will be far from healthy—he was extensively tortured by the Professor, and will act as if exhausted for the remainder of the adventure unless somehow healed.

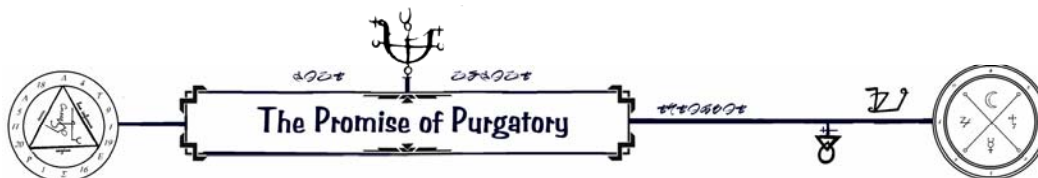
Broken Room

The Borderers know to stay away from this chamber. If they are pursuing the PCs, they halt outside the door of the room and will not enter. There is a flaw in space-time running through its center. The light here is dim, but you can see the distortion—it looks like a flaw in a gem, hanging in the air. It's about eight feet long and between three and ten inches across, hovering about four

feet above the floor. It radically distorts any light shone into it.

Anyone who touches the flaw will suffer a PL5 attack, and should roll on the following chart for one other weird effect.

- 1) Seized with a sudden attack of vertigo. Suffer a PL10 Nauseate effect.
- 2) Get flung in a random direction (including up) by the equivalent of a Strength of 26. You can resist this effect normally with your own strength or powers like Immovability.
- 3) Instead of a +5 attack, suffer a +10 attack that ignores any physical, non-magical armor.
- 4) The flaw lets out a hellish screech in tones the human mind can barely even conceive. Everyone in the room takes a PL9 sonic Stun attack from the unthinkable, indescribable sound
- 5) Instead of a +5 attack, suffer a +15 attack that ignores all physical, non-magical armor.
- 6) Teleported to a random room. Suffer a PL Fatigue attack from the disorientation.
- 7) You get sent slightly out of phase with the rest of time. Suffer a PL10 Paralyze (Flaw: Slow) effect. Anyone with the power Time Control can take a round and use their power to negate this effect, with a check vs. DC 10
- 8) Your size gets readjusted, relative to normal reality. For the next ten minutes, you have four levels of Shrinking. All your gear, if any, shrinks with you.
- 9) The flaw lets out a pulse of flesh-warping spatial flux. Everyone in the room suffers a +10 attack that ignores physical, non-magical armor.
- 10) Perceptions scrambled by brief experience of poly-dimensional space. Treat this as a PL 5 Dexterity Drain. You can resist it normally
- 11) Space in the vicinity of the flaw undergoes a brief but radical distortion. Everyone in a 10 foot radius of the flaw suffers a PL 10 Confuse effect.
- 12) The flaw spreads, growing into one of the adjacent squares (select a square at random). Anyone standing in the square must make a Reflexes Save vs. DC 15 or get touched by the flaw, take damage +5 and roll for another Weird Effect.



- 13) You are thrown out of phase with normal reality altogether. For the next 1-20 minutes, you gain two levels of Invisibility (rendering you invisible to all visual senses) and four levels of Insubstantial. You are unable to become visible or touch physical objects until the effect wears off. Anyone with the powers Dimensional Movement, Insubstantial, Teleportation, or Time Control can make a Willpower Save vs. DC 15 to resist this effect.
14-20) No additional effect

The Other Broken Room

A long, narrow chamber where the lights flicker intermittently. It contains nothing of any value. As you can see from the map, it has two spatial flaws, of the type described in "The Broken Room". These dimensional aberrations function the same way as the one found in the Broken Room. Anybody who touches one suffers a +5 attack and must roll on the Weird Effect chart.

Anyone with senses that can perceive dimensional anomalies, cosmic forces or distortions in the time-flow should be able to tell at once what the flaws are, and that they're dangerous to touch.

Access Corridor to Level 2

The floor in this curved hallway does not appear to rise. Nonetheless, anyone who walks down it will find themselves on Level 2, (see Page 84, "Access Corridor From Level 1). The corridor itself looks no different from any of the ship's other passageways, although there are some weird alien glyphs inscribed on the wall. Anyone who uses the Power "Comprehend" on them will find that the glyphs read something like *"Persons of Consequence Approach! This way to second level upward/important. All others be sure/clean/attentive in your purpose. Dwelling Persons-of-Consequence Level."*

Ramp Room 1

A spiraling ramp leads up through a hole in the floor to the much smaller second level, where Professor Purgatory and the Motley Crew keep their personal quarters. The

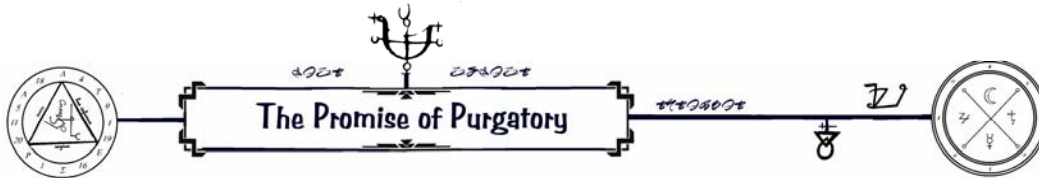
same Glyphs as in the "Access Corridor to Level 2" are embossed on the wall. The ramp is steep (45 degree angle), narrow (five feet wide) and has no handrails. It looks as though there is a round black hole in the bottom, and an identical one in the ceiling of the room above, but anyone who falls off the edge will find that they are in no danger of falling through the hole—there is no gravity in the central shaft. Anyone who flies or floats through the hole in the bottom will come out of the hole in the top. Throw an object in the hole with enough force and it would cycle through the well forever (or at least until air friction slowed it to a standstill), were it not for an unpleasant, unexpected feature. If anyone goes through the hole twenty times in a row, without setting foot on the shaft, there is a ½ chance that on the twenty-first try some extradimensional predator, all claws and tentacles and impossible angles, will come out of the hole with them. The monster should have a PL of 12 or so. It will be intent on grabbing who or whatever passed through its lair one too many times and dragging them back into the hole. Anyone who gets dragged into the hole vanishes utterly (unless a kind GM wants to let the PCs mount a rescue mission in some later adventure—or decides that the monster only grabbed them because it wanted to take them to an other-dimensional tea party)

Ramp Room 2

A second room with a curving ramp that leads up to level 2. It is in all other respects identical to the first one, although someone has recently left a pool of vomit a about halfway up the ramp (we have the ever-classy Kaptain Kill-You to thank for this).

Area 1A

This corridor connects to Area 1B through a warp in space. There is nothing visibly strange about the corridor itself, no visible teleportation effect or portal hanging in the air. The corridor just leads to somewhere that it ought not to. Characters with some kind of absolute ability to sense directions will notice the change in direction



and position, but to them it will seem to happen slowly, as though the corridor were very gently curved.

Characters with the ability to sense changes in the space-time continuum can detect that this corridor leads to somewhere it shouldn't normally go, but they will be unable to locate any one specific place in the corridor where it abruptly stops being in one place and becomes part of another, or where it teleports anyone anywhere. The laws of space and time are just different in the White, and the corridor happens to lead to somewhere that according to our own laws, it wouldn't.

Area 1B

This corridor connects to Area 1A, in defiance of all normal logic. See the section under "Area 1A" for an explanation of how this weird, M.C. Escher-like effect actually works. As with Area 1A, the corridor looks deceptively normal. There is nothing to indicate that it leads through a spacewarp and no visible effect when the PCs cross over. In fact, there is no single point in the corridor where they are suddenly shifted over to another part of the ship. The corridor just doesn't lead where it is supposed to.

Area 1C

This hallway connects with Area 1D. See the description under Area 1A to see how this effect it works. The corridor doesn't actually teleport the PCs, nor is there any kind of abrupt transition from one space to another.

Area 1D

This hallway connects with Area 1C, much to the confusion of anyone trying to map out the ship. See the description under Area 1A to see how this effect works.

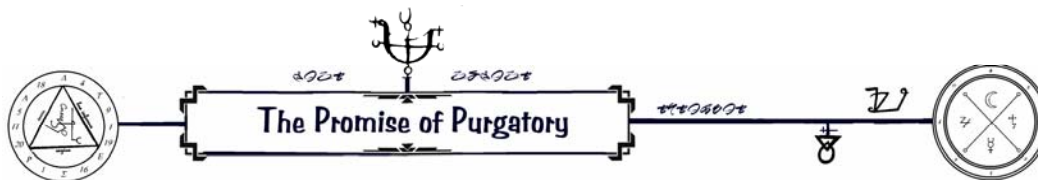
Area 1E

Through some weird trick of other-dimensional space, this hallway connects with area 1-F, changing not only it position, but its direction as you walk along it. As with all the other such places aboard the

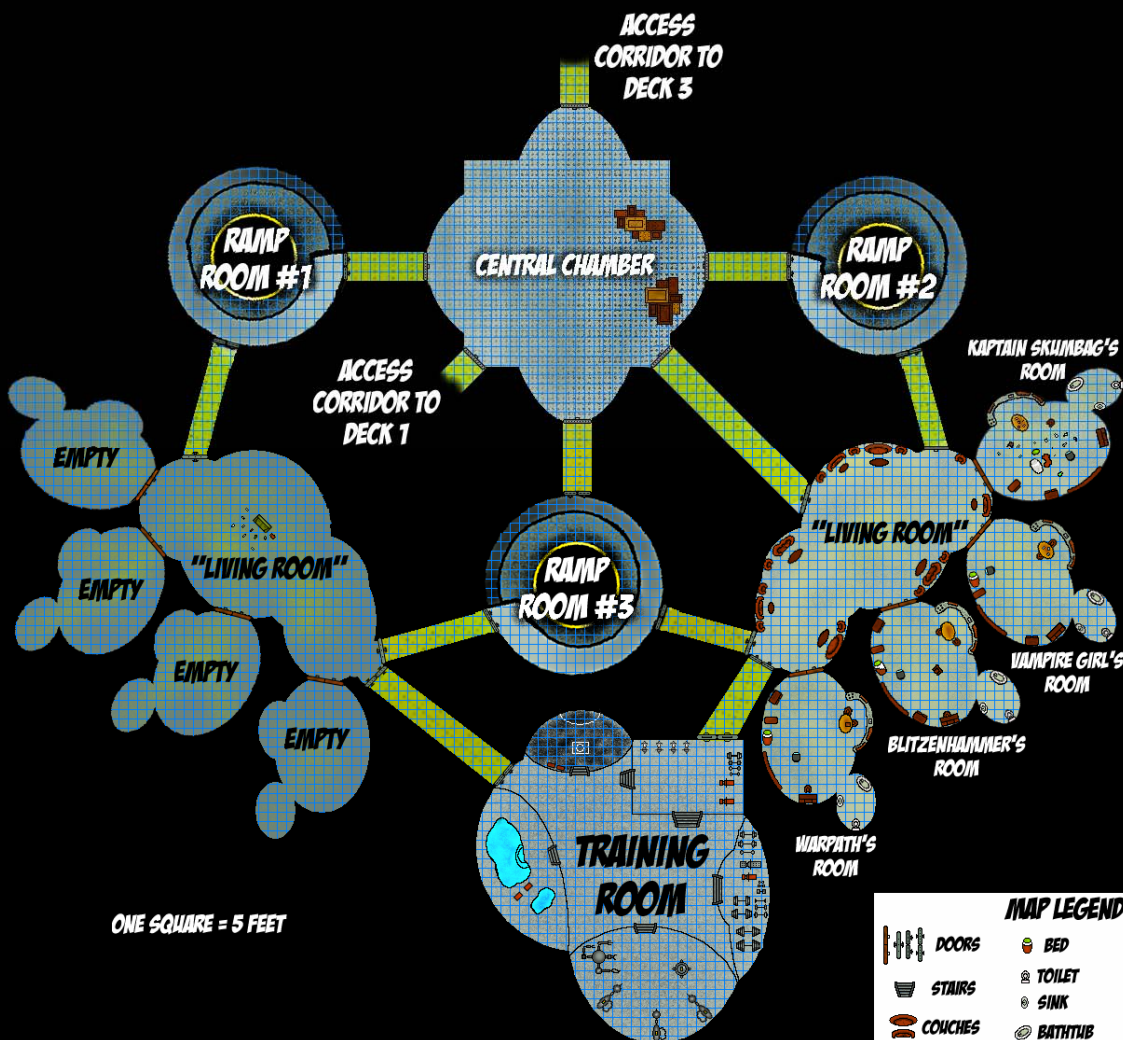
Paradise Delayed, this effect is slow and subtle, rather than abrupt. In fact there is no single moment at which the hall teleports you to somewhere else. See the description under Area 1A to find out more about how this effect works, in game-terms.

Area 1F

This hallway connects to Area 1E, rather than leading where our sense of logic tells us that it ought to. The specific effects are described above.



Paradise Delayed Deck 2



The Second Deck

Much smaller than the first deck, this is primarily a residential zone. The Motley Crew occupies about half of it. The rest of its rooms lie empty and silent.

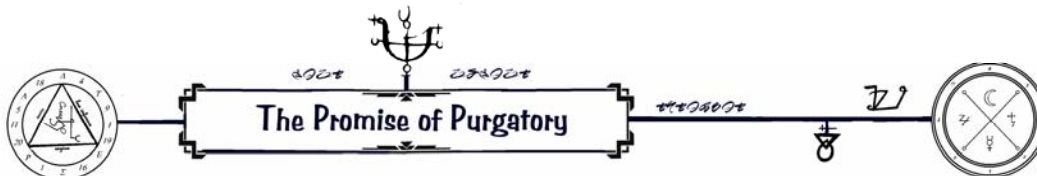
Central Chamber

Nearly empty and dimly lit, the Motley Crew use this room primarily as a storage area. It

contains nothing but a couple of piles of crated supplies.

"Living Room"

A large common space that all the personal quarters open into. An oppressively large and fairly sparse room, it has a few pieces of furniture that the Motley Crew can sprawl



on. They don't actually spend much time socializing here, and the room sees little use. It is where most of them eat, but they tend to eat at different times.

Training Room

It's hard to tell what the original function of this room was, but Professor Purgatory has outfitted it as a training area and gymnasium for his team. There are free weights, exercise bikes, a sort of improvised (and very oddly shaped) racquet-ball court, two swimming pools and an area where team members can fend off non-lethal attacks from robots, to better hone their fighting skills.

The free weights can be picked up and used as weapons, if a real fight breaks out in the training room. The smallest ones will do 1 damage if used as a hand weapon, the biggest ones are meant to be lifted by people with superhuman strength, weigh up to a ton and can do up to 8 damage. If you pick up an exercise bike and clobber someone with it, the bike does 5 damage. Follow the standard rules for danger rooms if someone wants to use the combat simulator as a weapon.

In most versions of the adventure, this is where the PCs will find Blitzenhammer and Vampire Girl. See the section under "Assault on Paradise" on Page 89 for more details.

Ramp Room #1

A ramp spirals down to the Ramp Room #1 on the First Deck. There is a large, round, black hole in the floor, and another one in the ceiling.

See the entry under Deck One on Page 80 for details about how this room works. Through some strange space-distorting trick, the ramp rooms on the second deck are closer together than they are on the deck below, and they are arranged differently—side by side instead of one in front of the other.

More than one door leads off the ramp onto the second deck and while they are of course all at different levels, if you were to somehow measure the height of the

floors of the corridors they lead into, you would find that they are all the same. This is of course impossible, but so are any number of things aboard the Paradise Delayed.

Ramp Room 2

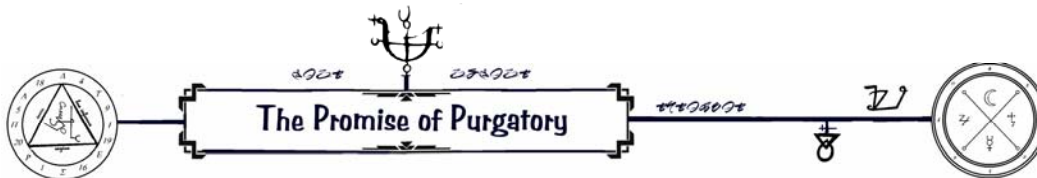
Although it isn't located in the same place, this is the same Ramp Room #2 that leads up from Deck One. It works just like all the other ramp rooms (see the description for Ramp Room #1 under Deck One on Page 80).

Ramp Room #3

This ramp room leads up to the third deck. It looks the same as the others—a round chamber with a steep ramp spiraling up to the next level, with a bottomless black hole in the floor and another one in the ceiling. There is gravity on the ramp itself, but the whole center of the room is in zero-g. If you use Clairvoyance or some other such power to peer past the featureless, impenetrable, blackness of the hole in the floor, you will see that it leads straight to the hole in the ceiling and vice versa.

See the entry under "Ramp Room #1" on Page 80 for a description of the monster who sometimes appears in this room. When Professor Purgatory gets really bored, he sometimes goes down to this ramp room and hurls some small object through the hole in the floor with his superhuman strength, in hopes of luring out the monster so that he can have a look at it. But for some reason the monster is afraid of him and it's getting used to this trick. If he is present under circumstances that would normally attract the monster's attention, there is only a 1/10 chance that it will appear, rather than the usual 1/2. (this special rule only applies to this particular ramp-room, for the creature isn't used to seeing him in any of the others). Professor Purgatory is the only person or thing that it will never attempt to seize.

Kaptain Kill-You once saw the monster, and it scared him so badly that nothing at all will induce him to go back into the room—not even a direct order from the



Professor himself. No other member of the Motley Crew has this problem. Nor is the Kaptain afraid of the other Ramp Rooms. It hasn't occurred to him that there might be monsters lurking in them, as well.

Access Corridor from the First Deck

Although the floor remains perfectly level and does not slope at all, this corridor somehow leads down to the first deck. It leads to a less-used area of the ship, remote from the Navigation Room and the Transportation Deck, so both the Motley Crew and the Borderers prefer to use the Ramp Rooms instead. Only Vampire Girl uses this corridor on a regular basis, and that's only because she loves poking around in the ship's unexplored corners.

Access Corridor to the Third Deck

This corridor leads up to the third deck, although it has no incline and appears to stay level all along its length

Most members of the Motley Crew find this effect disorienting and prefer not to use it. The sole exception is Kaptain Skumbag, who fears Ramp Room #3 for reasons described above, and won't use any other way to get to and from the Third Deck.

Crew Quarters

The Motley Crew's quarters are located on this deck. All the quarters include a bed, desk, bookshelf, wardrobe, television equipped with DVD player, bathroom, a round wooden table, and a small kitchen area.

It's unclear as to what these rooms were originally used for. The Professor has added the furnishings and fixtures. These rooms are uncomfortably large for most human occupants. The furniture looks lost and scattered across the immense floors and the domed ceilings rise twenty feet overhead.

While they're all the same size and contain the same furnishings, each space reflects its occupant's personality.

Warpath: Warpath's room is clean and rather Spartan. An album of family photos

sits on the table, covering most of Warpath's life history, excepting his time in prison. Photos of him alongside his wife and daughter are prominent. The room is decorated with various pieces of Native American artwork and crafts, displaying John Bright-Path's pride in his heritage. Framed press clippings of him from his days as Spirit Warrior hang on the walls. An empty six pack of beer is on the floor. His old Spirit Warrior costume (still in good repair) hangs in the wardrobe. A bottle of whiskey is concealed behind a loosed ventilation grate.

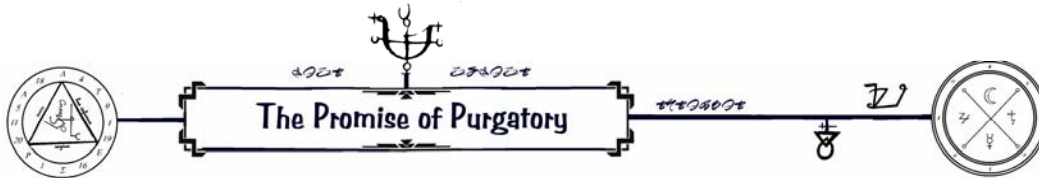
Blitzenhammer: Neat and well-ordered, a room reflecting military discipline. A large antique chair hand-made from oak dominates the space. Or at least it would if the space itself weren't so cavernous. Blitzenhammer brought the chair aboard himself. It is one of the very few family heirlooms he was able to find and buy back on the antiques market.

The room is adorned with German World War II memorabilia, though no Nazi symbols are present. His shield and armor sit in his wardrobe alongside a tin of metal polish and a few rags and scrubbing pads.

Blitzenhammer's modest collection of books occupies a few feet of his otherwise empty shelves. The most literate member of the Crew, Blitzenhammer's tastes run to classic German authors of the late 19th and early 20th century -- he has an original copy of *Steppenwolfe* by Herman Hesse in his collection. In addition there are several books on the genealogy of the Hammerhuld family—the Baron is even prouder of his bloodline than Warpath.

Captain Kill-You: Messy and disorganized. Stacks of DVDs (mostly comedies, old horror movies, and action pictures) sit at random on the floor, while the bed is strewn with cassettes (dance club mix tapes). Any PCs who know the club scene themselves can tell that his taste in mixes is a little out of date—he's stuck in a rut.

Info brochures on a number of community colleges and trade schools are



on the table (the Captain hopes to start a new life after his service to the Professor is over).

Plenty of empty cups, beer bottles, soft drink cans, and wine bottles litter the room. As noted above, Professor Purgatory is a bit of a hypocrite when it comes to alcohol. He says that he won't allow hard liquor aboard, but tolerates wine because he's a connoisseur, and so feels like he has no real grounds to forbid beer, either. Kaptain Kill-You exploits this loophole, loading up with as much cheap wine and beer as he can find, and spends just as much of his time drunk as though he had brought actual liquor aboard. The Professor pretends not to notice.

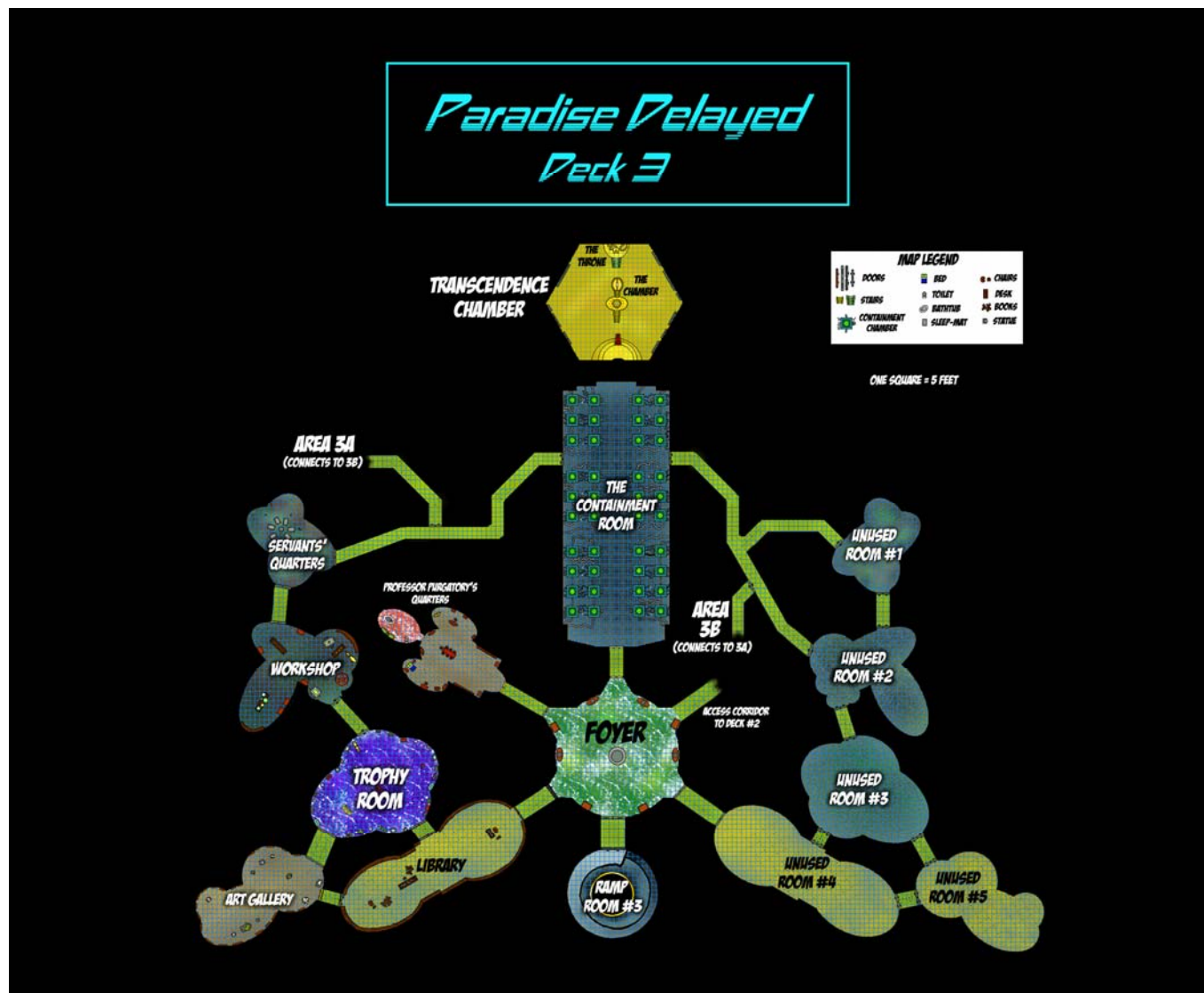
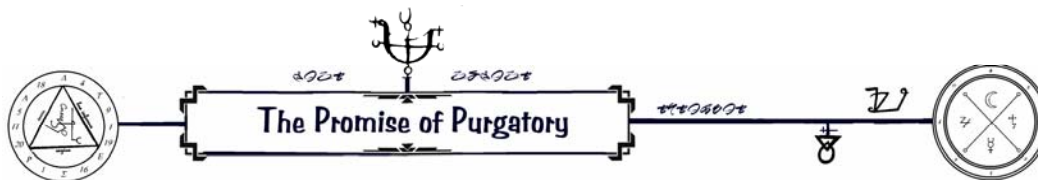
Vampire Girl: The female Crew member's room looks barely used—Vampire Girl prefers haunting the corridors of the Paradise Delayed. The clothes hanging in the wardrobe are all of a dark hue. Magazines on subjects that range from entertainment to piercing and tattooing are stacked on the table. A complete collection of Anne Rice novels are on the desk. For years she's intended to read them all, but she has yet to actually begin a single one of them. A few post-modern art paintings hand on the walls. It is generally a depressing, gloomy room. That's the way Vampire Girl prefers it.

Empty Section

Deck two seems to have been built to accommodate about twice as many occupants as are living in it now. There is another complete set of four rooms with a "Living Room" between them. The unoccupied quarters lie silent, dark and empty most of the time. The professor hasn't bothered to equip them with furniture, doors, or working plumbing (unless of course you have decided to beef up the Motley Crew with some of the extra team members from Appendix C)

Warpath and Kaptain Kill-You have dragged in a stinky green couch that they found behind a dumpster and made the

"Living Room" area into their own private drinking room. The floor is littered with cans and bottles. Sometimes Blitzenhammer tries to hang out with them here, but Warpath does his best to make him feel unwelcome.



The Third Deck

Professor Purgatory's quarters lie on the upper deck (of course), and they are as elegant and lavish as one would expect for an individual with the Professor's experience and ego. This level of the ship also houses the Professor's art collection, library, trophy room, personal laboratory, and extra suits of armor.

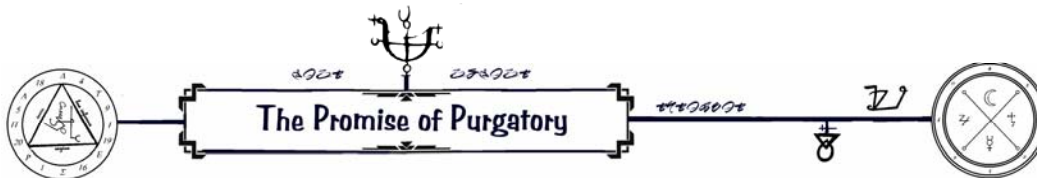
About fifteen Borderers live up here—the ones who are unlucky enough to have become Professor Purgatory's personal servants. Few other beings have ever seen the rooms where he makes his home.

Ramp Room # 3

This room connects to the second level. It has already been described on Page 83 (under "Ramp Room #3").

Access Corridor to the Second Deck

Although it is not built at an incline, this corridor somehow leads down to the Second level. As mentioned above, Professor Purgatory and Captain Kill-You are the only ones who regularly use this passage. Captain Kill-You never goes up to the third level any other way, for reasons that we



explain on Page 83 (under “Ramp Room #3”).

Foyer

The entrance chamber to the third level. Both the ramp and the access corridor down to level two connect to this room.

Professor Purgatory has somehow managed to install wood paneling around the irregularly shaped wall. Expensive side tables and lamps stand here and there, as well as four huge and utterly incongruous looking grandfather clocks (they all tell different times). Each side table has a large, expensive urn perched on top of it. They all match the giant urn which rests on a pedestal in the middle of the floor.

There is nowhere to sit down. This is where the Professor holds most of his personal visits with his underlings, and he prefers to keep them brief.

Professor Purgatory's Personal Quarters

The Professor's quarters are sumptuous – fine art hangs on the walls, beautiful sculpture rests upon hand-made furniture, and the enormous bed is fitted with the finest silk sheets. A wall cabinet contains original works of religious literature, occult tomes, and scientific treatises. An empty suit of armor sits in one corner (this suit doesn't actually work; it's an obsolete model and the Professor has long since cannibalized its thaumatological circuitry for some other project). His larder is well stocked with a selection of rare wines and fine teas. The Professor himself is not found here, though a still warm plate of food and a half-empty glass of wine indicate he was recently present.

If the GM thinks it would be appropriate, Professor Purgatory may have kept a journal which explains his whole plan. His quest for transcendence, the role of the chamber, the way the process inflicts deformities on “sinners”—everything. The PCs can't really use this information against him and if they haven't yet figured out his master plan it could make the end of the scenario more satisfying.

Trophy Room

The Professor has acquired a lot of mementos over the course of his career. He displays them in this room, mostly for his own amusement—guests are seldom invited here. A variety of small display cases and pedestal houses the collection.

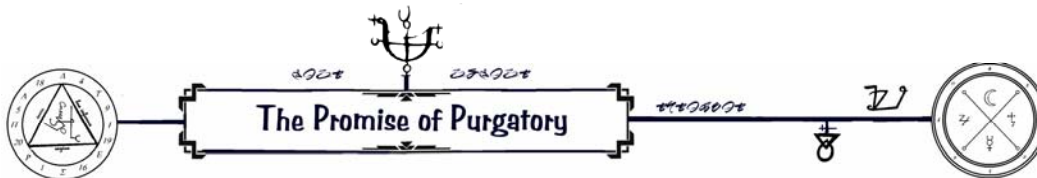
Some of the objects stored here are trophies taken from fallen enemies, but many of them are far more enigmatic and difficult to interpret. There is for example the cape of a well-known superhero who vanished in the mid 1980s (pick one from your campaign) and the mask of a vigilante who the PCs have encountered before, but haven't seen in a couple of months (here too, pick one). There is also an empty tin of sardines from 1910, with type B bloodstains on the edge of the open lid, as well as the ace of spades from a deck of bicycle cards and the jawbone of a tyrannosaurus rex. Many other items are here as well. A lump of glowing green soil, a broken death ray that looks like a prop from some old movie serial in the 1930s, a buffalo nickel with a bullet hole through the middle of it and anything else the GM might want to include. No functional weapons are stored in this room, apart from a rusty World War One cavalry saber, unless of course the GM decides otherwise.

None of the items have labels. The Professor knows what they signify and if he wants to explain any of it to anyone, he will.

A comfortable chair and a side table sit in the middle of the room. Sometimes Professor Purgatory likes to rest in the chair for hours and quietly gloat.

Art Gallery

For a religious ascetic, Professor Purgatory's tastes are lavish. This room contains his art collection, acquired by purchase, bullying and theft. There are marble and bronze statues and a number of oil paintings, some of them very large. Many of the pieces in his gallery are religious works by lesser-known old masters. All of them tend toward the gaudy and the over-elaborate. His taste is expensive, but not subtle.



The Professor has no understanding of modern art. Even the Impressionists are too shockingly non-literal for him. He likes Renaissance Italian works, especially those with bloody themes like martyrdom. The pride of his collection is a huge and gory martyrdom of Saint Sebastian by Masaccio—a painting which does not appear in the standard catalogue of that artist's work.

He also has a long-lost painting of the Annunciation by Titian, but even though it's far more valuable he doesn't regard it nearly as highly as his prize Masaccio. Titian just didn't portray physical agony as vividly.

Library

The library is extensive, with an emphasis on the classics, philosophical works, and spiritual texts. A copy of nearly every important occult work written in the last two thousand years can be found here. It's all quite badly organized—the Professor knows exactly where everything is, but he doesn't expect anyone else to ever use it, so he never bothered to put anything in any particular order.

Heaps of books lie on the floor near the chairs and worktable. They appear to be piled up at random, but if you move even one book the Professor will know that his stack has been disturbed the moment he sees it, without even having to make a Notice roll.

Despite the lack of organization, if a PC Ritualist or other mystic needed to perform some kind of magical research, they could easily do it here. None of the volumes in this library offer any hint as to who or what Professor Purgatory might actually be.

Servants' Quarters

Professor Purgatory's personal staff make their home here. This chamber looks pretty much like any Borderer warren, with a group of family sleeping mats arranged around a central cooking vat. 5-8 female Borderers can be found here at any hour of the day or night.

Workshop

The Professor's workshop is an odd mix of the latest scientific/medical technologies with occult materials such as candles, herbs, incense, and arcane scrolls. Several esoteric-looking blueprints detail the Transcendence Chamber's construction. Notebooks describing the results of various experiments are written in English, Cyrillic, and Latin. Pieces of armor are scattered about on tables, half-finished or obviously in the process of being modified in some way.

Unused Rooms 1-5

The Professor has not yet found a use for these chambers and they lie vacant and unfurnished. Vampire Girl says that he uses them to hold his ego, but never when he can hear her.

Areas 3A and 3B

Impossibly, these two corridors connect to each other, even though they don't point the right way and aren't in the same vicinity. As mentioned above, this is just part of the weird way space behaves in this dimension.

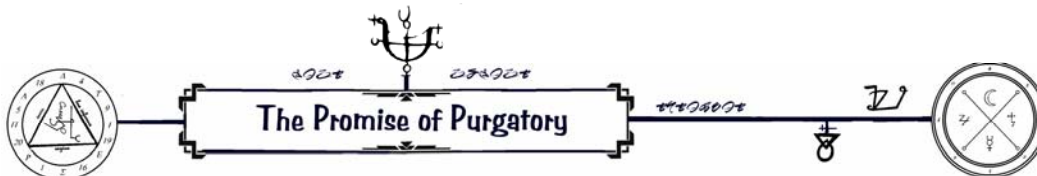
Containment Room and Transcendence Chamber

The Containment Room and the Transcendence Chamber itself are described in the section *"Bringing it All to a Close: Confrontation in the Containment Room"* on page 90

Assault on Paradise

Discipline on the Paradise Delayed is loose and spotty. Even if the PCs have fought whole groups of Borderers and Vore Dogs before they reach the ship's upper levels, Professor Purgatory probably isn't aware that they're aboard before they confront him. There are no security cameras on the ship and the Borderers won't report intruders to the Professor. In fact the whole idea of intruders is difficult for them to fathom (although they were certainly fight the PCs vigorously enough if they encounter them).

For their part, the Motley Crew believe themselves safely beyond retribution



and they are *not* prepared for the heroes' arrival. Their lack of preparation should make them easy marks for the heroes. Captain Kill-You will be found in his quarters, lounging on his bed watching a DVD of *The Bride of Frankenstein*; the Captain is semi-intoxicated; Professor Purgatory allowed no hard liquor on board (though Warpath smuggled in a stash of whiskey) but the Captain has been copiously imbibing wine and mood-altering herbal teas. Consequently he fights and reacts as if fatigued.

Blitzenhammer and Vampire Girl are in the team's training room. Blitzenhammer is working out intensely on the racquetball court while Vampire Girl watches with a bored look on her face and techno music-blaring headphones on her ears. Blitzenhammer's armor and shield are still in his room; his enchanted Lightning-Hammer lies in a corner of the training room -- it will take him one round to reach it. Vampire Girl isn't focused anything but her music, though, her head and fingers bopping in rhythm. The heroes gain a 4 bonus on all Stealth rolls to surprise both villains. There is no real day or night in the White, which has a strange affect on Vampire Girl's powers; Vampire Girl can use all her powers, but her Teleportation and Incorporeal powers are unreliable, failing on a roll of 1-5 on a d20, though she will never solidify inside a solid object.

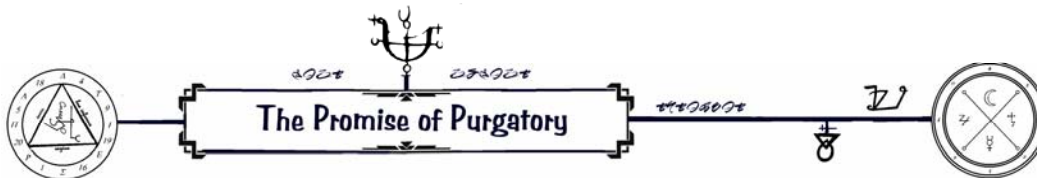
Warpath is not in his quarters—he is nowhere to be found.

If additional villains have been added to the Crew, assume they are similarly alone or distracted when the heroes come upon them -- Wolf-Dog, for example, might be running through the

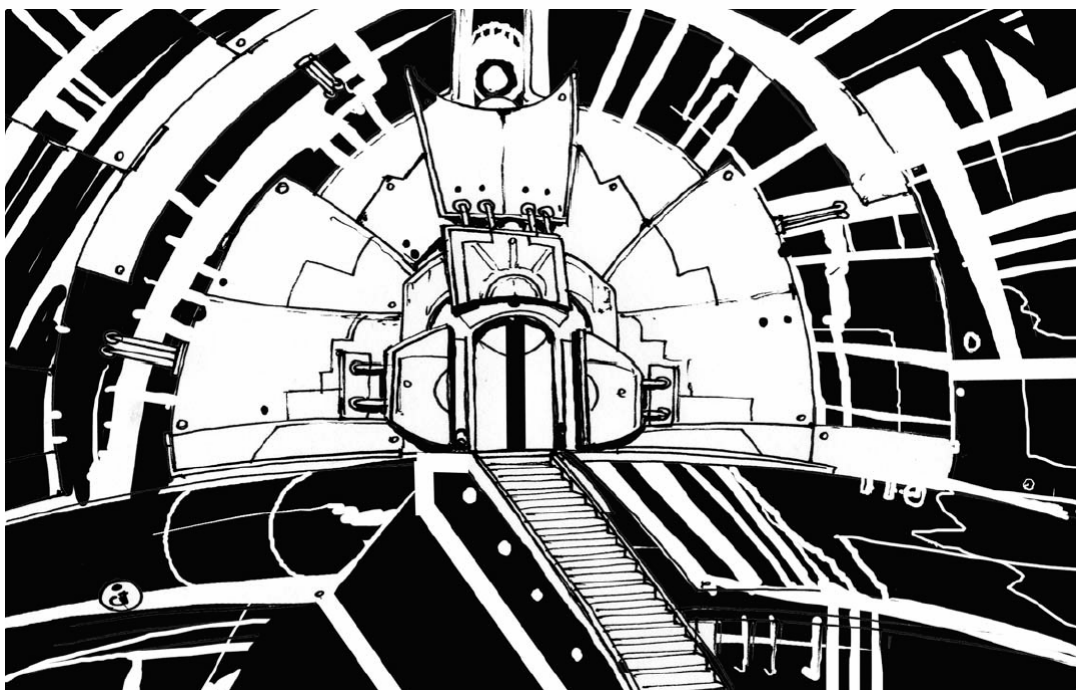
corridors chasing down stray Vore-Dogs for fun. Alternately the GM can have the Crew members a bit more alert, confronting the heroes in groups of two perhaps.

[GM's Note: *If the PC team is especially large or powerful, the GM should feel free to have the Motley Crew ready and able to confront the heroes en masse; the above is intended only to spare the heroes a bruising encounter with the lesser villains before they have to take on Professor Purgatory and Warpath.*

For those GMs who do want to give the heroes a battle before the final confrontation with Professor Purgatory and Warpath, have the three remaining Crew members encountered together in the training room. They are doing combat drills, as per Warpath's instructions. Blitzenhammer is on a flying platform, hovering between ten and fifteen above the floor. He has both his hammer and shield, though he's not wearing his armor. He's surrounded by a swarm of flying spheres that fire low-powered laser beams; he's alternately blocking the beams with his shield and blasting the spheres to bits with lightning bolts from his hammer. Captain Kill-You is on the floor below, grappling with three particularly brawny Borderers inside a Sumo-style ring. None of the Borderer warriors are armed, but all are of above average strength for their species. Vampire Girl is making a passable attempt at performing a circuit-training workout, her headphones firmly clamped over her ears. The heroes will still likely surprise the Crew under these circumstances, but beating them will be much tougher.]



BRINGING IT ALL TO A CLOSE: CONFRONTATION IN THE CONTAINMENT ROOM



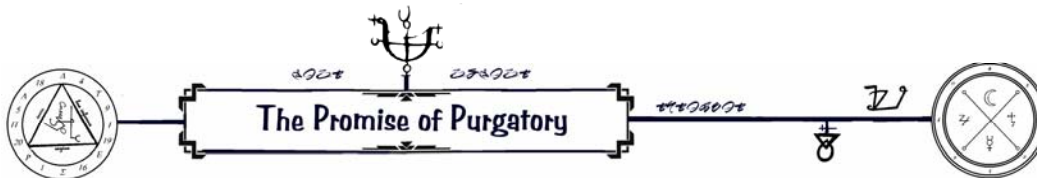
Eventually the heroes will come upon the containment area, a corridor lined with cylindrical tubes, each large enough for two people to fit comfortably inside. The abductees are being held inside; from their behavior it is obvious they cannot see outside, despite the fact that the tubes are transparent from the exterior. At least every third captive bears some sort of deformity. If they think to look for her, the PCs can see that Roberta Seat, Angelica DeLynn's assistant, is among the prisoners in the tubes. She hasn't been transfigured yet. As the heroes arrive two female Borderers are leading one of the prisoners—an Asian American woman in her thirties—out of confinement. They are outfitting her in a white robe and anointing her with strong-smelling oils.

Before the heroes can intervene, a voice rings out from behind them:

"Champions of mankind! You have reached us! Well done! We are impressed with your determination. If you will allow us to explain our cause, perhaps we might also be impressed with your wisdom"

The PCs turn around to see Professor Purgatory standing before them, head thrown back, hands on his hips, in a pose that might be described as heroic, if someone other than an arch-villain adopted it. If the heroes move to attack, Professor Purgatory beckons, and Warpath walks into view, his arm draped across the neck of a terrified-looking, skinny young brown-haired man, his spirit knife at his throat

[**GM's Note:** If the GM previously had one of the heroes' friends or loved ones abducted, Warpath is holding that person hostage instead.]



"Don't do any foolish damn thing," Warpath spits out, "or this will get really nasty. I'm sorry, but I've got too much to lose here." Warpath's words are slightly slurred, and he looks a bit unsteady. Still the knife remains unwavering at the boy's throat. "And don't think about any mind-tricks either—my blade used to belong to one of the Great Beasts of the Spirit World. If you try something, I'll sense it." Despite his words, the heroes can detect a quaver in Warpath's voice, and his eyes are red, as if he has been crying. "Your courage has impressed us, heroes." Professor Purgatory rumbles "While matters remain...unresolved between us at this point, you deserve to see the fruits of our labor. Perhaps it will allow you to appreciate the lengths we have gone to, and convince you of the divine nature of our undertaking. Behold the Transcendence Chamber, celestial instrument, my platform to paradise!"

He then speaks a brief incantation (it's a Free Action), causing the wall opposite the containment cells to fade, revealing a vast hexagonal room. In the center of the room stands what looks like an esoteric prison cell, fashioned from crude metal plates; the cell sits on a dais raising it about ten feet above the floor. It is adorned with weird markings and odd metal structures; the top of the cell is formed from some sort of semi-transparent crystal. A series of stairs built into the structure lead up to a massive latched doorway. The path to the chamber from the outside corridor is lined with beautiful delicate cloth. Closer inspection of the chamber reveals that one of the metallic accoutrements resembles the Gauntlet of Fate, though it has been stretched and warped so it wraps around the chamber cylinder multiple times. A silvery circular lens is fitted to the top of the chamber via a copper ring—likely the lens taken from Hex-light. The nameless gem that Vampire Girl stole from Axel Noir's safety deposit box is part of the machinery too, if the PCs think to look for it.

Warpath's Hostage

PL: 1

Str: 10 (+0) **Dex:** 10 (+0) **Con:** 12 (+1)
Int: 13 (+1) **Wis:** 9 (-1) **Cha:** 12 (+1)
Initiative: 0 **Attack Bonus:** 0 **Defense:** 1
Toughness Save: 1 **Fortitude Save:** 1
Reflexes Save: 0 **Willpower Save:** -1

Skills: Bluff 5 (+6), Knowledge (history) 3 (+4), Notice 5 (+6), Profession (dope dealer) 3 (+4), Profession (liberal arts major) 3 (+4), Stealth 1 (+1)

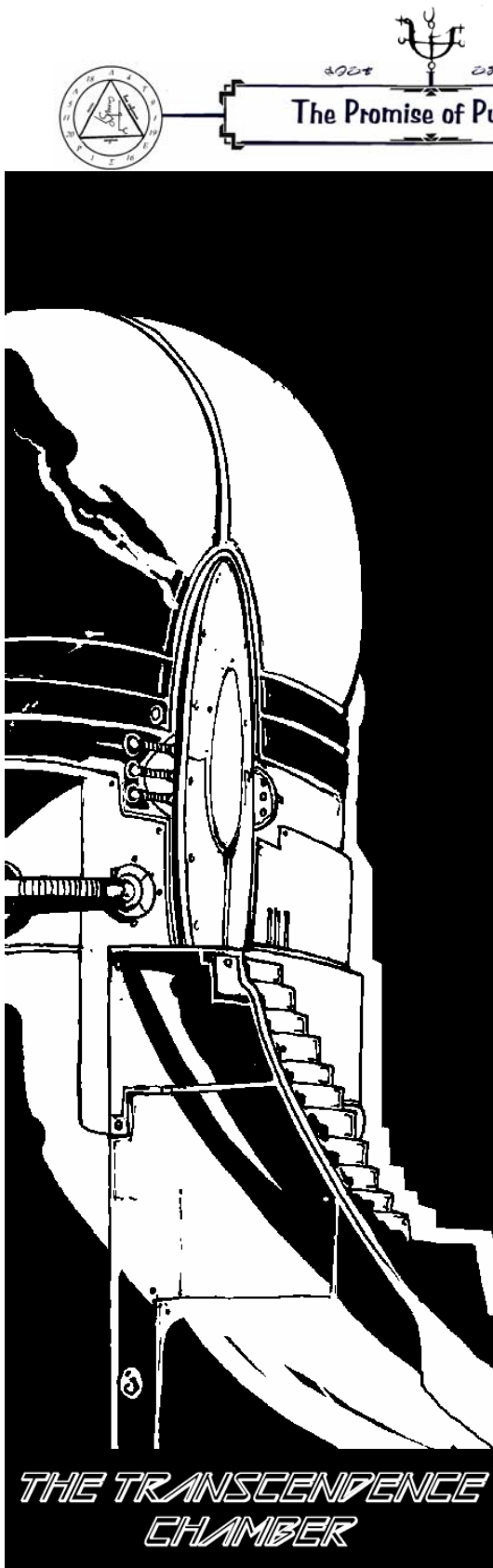
Feats: Benefit (really good student health plan)

Background: His name, if anyone thinks to ask him, is Karl Krebs. This scrawny, long-haired young man is a low-level pot and ecstasy dealer. He's a full time college student, too, and he mostly sells to his friends in the dorms, to get extra money for beer and video games. If the PCs ever get to know him, they'll find him to be a softhearted, shy kid without a lot of ambition who goes along with whatever everyone else is doing. Karl thinks Professor Purgatory must have somehow found out that he's a drug dealer, and has imprisoned him as punishment for corrupting the nation's youth. The truth is weirder, sadder and shabbier.

Karl worked for a few weeks on the night shift at a convenience store, before he decided that he couldn't handle the late hours. He was nearing the end of his very first shift, exhausted and frazzled, when Blitzenhammer walked into the store. The Prussian supervillain wanted some band-aids and rubbing alcohol (for reasons we don't need to go into here) and poor Karl had no idea where in the store to find them. He told Blitzenhammer three different places to look for them and he was wrong every time.

Normally Blitzenhammer wouldn't deign to notice a shopkeeper, but Karl's hapless floundering and obvious lack of discipline annoyed him so badly that he made the mistake of complaining about it afterwards, in front of Professor Purgatory. On a crazy whim, the Professor decided to find the boy whose slothful, sinful nature had been able to crack even Blitzenhammer's icy reserve, and to make an example of him.

Karl hasn't been run through the Transcendence Chamber yet, but that's all moot if Warpath slits his throat.



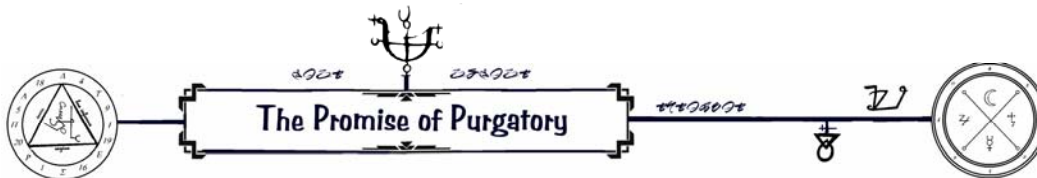
On the far side of the room, behind the Transcendence Chamber, green marble

steps ascend to an impressive looking throne, overlooking the chamber itself.

As he leads the PCs inside, Professor Purgatory continues his soliloquy *"These that I have selected are all deserving of punishment -- a punishment that suits their sins. The two individuals I mercifully allowed my servants to deliver to one of your mortal hospitals for example. The woman was a Jezebel, flaunting herself, tempting others into sin—but since her body now reflects a measure of our gluttony for material comforts she will no longer have so many opportunities to do so, given current standards of feminine beauty. The man's wicked weasel-words allowed evil men to escape justice—but he has absorbed a portion of our callousness, our indifference—and now his lying tongue is stilled. You see? All have profited. A small fraction of my sins have been purged and they have been made better for it. Can you not grasp the righteousness in what has been done?"*

The heroes, of course, are unlikely to see any righteousness in the Professor's doings. When they protest that the Professor has no right to assault, kidnap, and mutilate others he simply shakes his head. *"I expected no better. I have so rarely been able to convince those like you of the divine will behind our actions. Enough then. A demonstration is in order."*

The Borderer servants take the woman by the arms and lead her to the stairway leading up to the chamber. The woman proceeds up the stairs slowly, moving as if she is in a trance. The PCs notice that beneath the robes the woman is now wearing the Seal of Despair, formerly worn by Deathwatch! Professor Purgatory mouths a word and the chamber door swings open. The woman steps inside and the chamber door swings shut, sealing behind her. The Professor climbs the walkway and sits upon the throne. He then produces the Mask of Harmony and places it upon his face. He gestures and some sort of video screen appears on the wall, flashing images of the woman inside. She lies on a metal table within the chamber. Her trance



seems to have been broken; she kicks and thrashes but is held tight by invisible bonds.

The Professor smiles and claps his hands sharply, and at least a dozen other video screens appear about the room, surrounding the heroes with images of the terrible process moments away from beginning.

The Professor begins to quiver and shake, his head jerking back and forth. Suddenly a bright-hued beam of energy streams from his chest, flowing downward through the crystal ceiling of the Transcendence Chamber. The chamber begins to hum and flash with unnatural light; the video panel shows the woman strapped to the altar inside struggling and twisting to escape, as her features contort and her body begins to ripple and flow. At the sight of this, Warpath turns his head away and his knife-hand drops away from the hostage's throat **[GM's Note: The hero closest to Warpath should be allowed to notice this, no skill check needed.]** This gives the PCs an opportunity to pull the hostage out of harm's way and to get the drop on Warpath and Professor Purgatory (both considered Surprised, PCs automatically win initiative for the round). The fateful confrontation has begun!

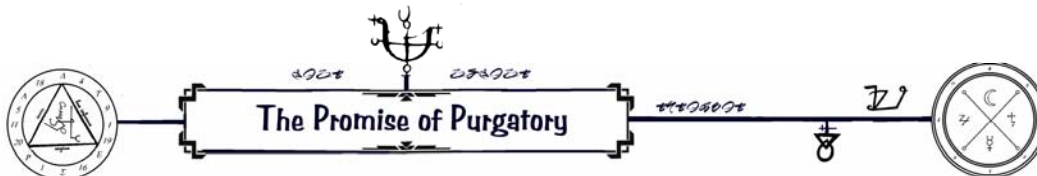
So long as the transcendence process is ongoing, all of the Professor's mental attributes and intrinsic mystic powers are increased by 1 rank, and the Professor cannot be stunned, though he can be knocked unconscious or disabled. The attributes of his battle-armor are not enhanced. The process will go on for five rounds; on the following round the victim is permanently transformed. During this round the Professor enjoys an additional 1 power boost and cannot be knocked out. Afterward the Professor's statistics return to normal.

The heroes can interrupt the process in several ways: First, one of them could block the energy stream from the Professor to the chamber, but any who do so are subject to a DC 18 Mental Attack each round. Blocking the stream deprives the Professor of the energy boost provided

by the process. Second, tearing the lens on the top of the chamber from its mounting (DC 25 Strength check) dazes the Professor for one round and doubles the time needed before the person inside is transformed. Third, the players may attempt to deprive Professor Purgatory of the Mask of Harmony, though doing so requires a successful grappling attack made at a -6 penalty (destroying the mask is beyond the PCs' capabilities). Losing the mask causes him to become nauseated (DC 15 Fortitude save each round to recover) but the spiritual feedback also Disables the victim inside the chamber.

Damaging the Transcendence Chamber once the transmogrification process is in progress inflicts "sympathetic damage" on Purgatory as well. For every three points of Toughness lost by the chamber, the Professor suffers one hit; when one half or more of the chamber's Toughness is gone the Professor will become Fatigued—but the victim inside the chamber will fall into a comatose state, near-death (visible on the video monitor). Reducing the Transcendence Chamber's Toughness to 0 causes it to explode in a shower of spiritual energy. If the chamber explodes, everyone in the room suffers a DC 30 Mental Blast. The only person safe from the effect is the woman inside the chamber (inside the eye of the blast). Removing the woman from the chamber before the process is complete reduces the Professor to a state of Exhaustion (and spares the victim from the transformation), but the Transcendence Chamber's alloy walls are Toughness 20, and attempts to bypass them through density control, teleportation, sub-atomic shrinking or the like require a DC 30 Power Check.

Warpath will initially join the Professor in battling the heroes and target any PC who attempts to damage the Transcendence Chamber. If the PCs remember the words of Warpath's grandfather they can try to get through to him, to persuade him to abandon Purgatory's cause. The GM should waive skill checks in this instance and insist on



good role-playing from the PCs; if they make a persuasive enough appeal Warpath may break off combat and flee -- or even turn against Purgatory and aid the heroes (especially if the heroes are not faring well).

If the GM feels the heroes have their hands full, no Borderer guards show up to assist their master. If the group is handling Purgatory too easily allow the arch-villain to summon a squad of Borderers or Vore-Dogs to his aid. The GM could also have one or more of the Motley Crew recover and show up to give the heroes more trouble.

Options for the GM: Bringing Down Purgatory

Professor Purgatory may be simply too tough for your PCs as he is written, even with Warpath on their side. That could make for a really frustrating evening of play. To give your PCs a fighting chance (and incidentally to keep from getting run out of town on a rail by your players) we've included some extra options that you can introduce to help them bring him down. Most of these Plot Devices have to be introduced earlier in the scenario, so be sure to set them up before the final confrontation if you want to use them.

1) After the assault on the PDI research center, Dr. Malinowski might contact the PCs and offer them a device that could come in handy against the Professor- a hand-held electromagnetic pulse generator keyed to the Professor's battlesuit. He explains that the device should briefly shut down the battlesuit's offensive weapons systems, giving the heroes an opportunity to take Professor Purgatory down. If questioned as to how he is certain the device will work, he becomes evasive and mutters something about: *"telemetry readings, our automated ultra-scans, that sort of thing, all very technical..."*

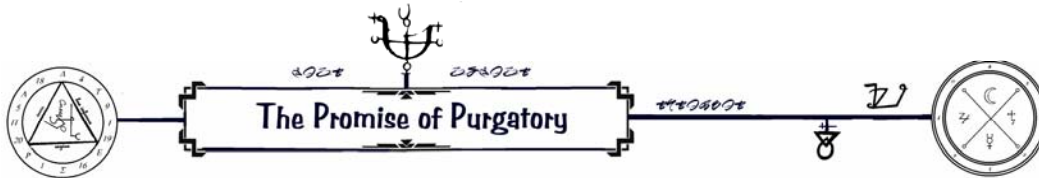
The truth is that Dr. Malinowski has access to schematics of one of Professor Purgatory's older armor designs, though that information is classified. A partially

dismantled prototype of the Professor's current armor was once recovered by the US Army from one of the Professor's abandoned lairs. Technical data from the suit was incorporated into the Deathwatch cyborg design, a project on which Dr. Malinowski served as an assistant researcher while earning his first Ph.D.

This one shot device acts as 20 ranks of the Nullify power (with the Area [Explosion] extra) against the Professor's armor, and will neutralize the armor's Enhanced Strength, Blast, and Force Field capabilities for one round, though the battlesuit's other functions still operate. The EMP device requires an hour to recharge after one use. Activating it in combat is a standard action. The device is pretty solidly constructed. About the size and shape of a lunchbox, it weighs ten pounds, can be carried with one hand, and has a Toughness of 10. The Professor will not immediately recognize its function when he sees it.

2) Abraham Near-the-Spirits could present the PCs with the Great Sacred Spirit Spear of the Lakota, a centuries old weapon that his grandson was supposed to carry into battle against the Chieftain of the demonic Skin Thieves. The spear was crafted to carry the wrath of the heavens with its strike, and Abraham has renewed the blessings put upon the weapon to make it proof against supernatural evil. This is exactly the type of weapon the Professor is vulnerable against, even if the PCs are unaware of this. The Spear can be used in melee combat (as Strike + 15) or thrown (Blast +20) but is consumed by its own energies upon hitting its' target (please note that they only lose the spear if it actually hits the target—if they throw it and it misses, they can go retrieve it and try again). The PCs get one shot with this potent artifact.

The spear makes the Professor uneasy, for some reason he can't quite identify, but he won't know just how dangerous a weapon it is and he won't think to focus his attacks on the PC who is holding it.



3) The Professor's journal might contain more useful information than simply his motives for the kidnappings and the general operation of the Transcendence Chamber. He might describe how his life essence becomes linked to the Chamber during the process where the victim is transformed, tipping the PCs off that they can attack the Professor indirectly by shutting down the chamber. This is a bit foolish of Professor Purgatory, but his colossal ego simply didn't allow him to consider that anyone would ever discover his diary.

Deus ex Machinae

The plot twists listed above all work if your PCs lack the sheer raw power required to subdue Professor Purgatory. But all of them need to be set up in advance. While it's possible that your PC group might be unfairly outclassed by the Professor, they might also have caught some bad luck and made some bad dice rolls while taking out the Motley Crew, and be in no shape to face him, through no fault of their own. In a case like this, where your players have really tried their best, but are about to get beaten through the sheer dumb luck of the dice, you may need an actual Deus ex Machina to keep them from suffering a humiliating, undeserved defeat. A Deus ex Machina is a hard thing to pull off without looking silly. It has to be done with some care. Here are some suggestions for pulling the PCs' fat out of the fire at the last second, while making it look like you planned it this way all along.

1) As the Professor confronts the PCs in the Transcendence Chamber, a battered, bloodied Kaptain Kill-You staggers into the room (at least, he's battered up and bloody if the PCs have already been beating on him—if not, he's just drunk). He stands quietly as the rest of the scene plays itself out, although he clearly finds it distasteful that Warpath is using a hostage against the PCs. When the Professor starts up the Transcendence Chamber, Kaptain Kill-You shudders and looks away from it.

When the PCs make their speech to Warpath, Kaptain Kill-You looks moved, too, and when they attack Professor Purgatory, he suddenly, unexpectedly joins in, slugging the Professor from behind (this is a surprise attack, and catches him flatfooted).

2) At the last second, just as the PCs are on the ropes, Jamie Becker comes slithering and dripping into the room, in all her horrifying, distorted glory. *"Giiiive mee baaaack myyyyyy faaaaace!"* she gurgles.

The Professor looks up, laughs, and says *"I have already given you a more suitable face, Ms. Becker. You ought to show more gratitude. And I ought to keep my mistakes more carefully locked away."*

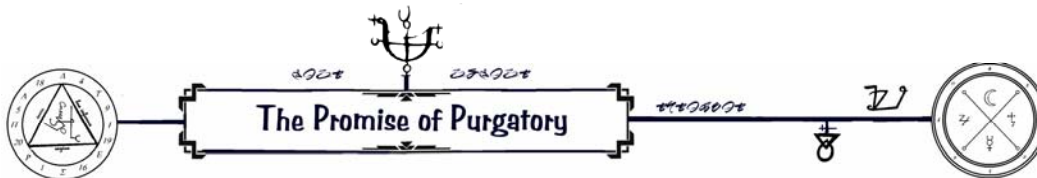
Jamie howls *"Misssstakes! I fffound alllllll yooooouuuuur misssstakes! Wandering the haaaaaaalllllssss! Lossssst! Aloooooone! Heeeeeeere to seeeeeeee you now!"*

At this moment, three of Professor Purgatory's failed experiments, the two "Rage Angles" (see page 120) and Regiment, the One Man Army (see page 122), burst into the room. All four gruesome living obscenities attack Professor Purgatory, which should give the PCs a fighting chance.

3) The PCs watch in horror, broken and defeated, as the woman in the Transcendence Chamber is warped into something that should not exist in any sane world. *"More!"* the Professor shrieks in the ecstasy of his vice. *"More sin! Foul, unsavory, glorious sin!"*

The Borderers look disturbed, but hasten to obey. As the PCs watch, helpless, they drag in... Sicko the Clown! The PCs may or may not have fought this minor supervillain in the past, but they've certainly heard of him. He's a crazed, self-loathing, alcoholic clown of crime, a one-man circus of depravity and vice. But he's not vicious, not a killer. He just loves to play disgusting pranks on public figures. The PCs don't know him well enough to say for sure, but he seems to crave attention and enjoy getting pounded on by superheroes.

Sicko isn't looking too good. He appears to have suffered a savage beating



and isn't sure where he is. He's wearing nothing but his clown makeup, a pair of leopard-print boxer shorts and his enormous floppy shoes. *"H-hey,"* he mumbles as they stuff him in the chamber *"What kinda massage parlor is this, anyway?"*

"Silence, Sicko the Clown!"

Professor Purgatory snaps with uncharacteristic harshness (something about Sicko really gets under his skin). *"Your wicked merriment is at an end! The righteous and the great need no longer fear your mockeries! For now I shall feast upon your vileness!"*

"Heh!" Sicko mutters in feeble defiance *"Bring it on, baby! Them kicks just keep gettin' harder to—aaaaaagh!"*

The Transcendence Chamber roars to life. And the PCs may well ask, could anyone, even Sicko the Clown, deserve such agony? But wait! Suddenly, Professor Purgatory convulses in a spasm!

"Gaaaah!" he howls *"Your sins... too great! Too awful! Overloading the machine! Warpath! Break the connection before the feedback--aaaaaiiiieeee!"*

But Warpath, if he's still conscious, just shudders, looks away and takes a long pull of alcohol from a hip flask.

It is too late in any case. Professor Purgatory falls to his knees, his armor smoking (Stunned, with all his powers and saving throws reduced to two levels below normal for the rest of the scene) and a hideous laugh is heard from the Transcendence Chamber.

Sicko bursts forth, a clown transformed! He's grown to nearly seven feet tall, his hairy back and chest ripple with huge muscles, his hair has turned bright red, and his whole fat, smelly, tattooed body crackles with unspeakable energies. *"I feel like I could scale th' very walls of heaven an' fling pies in th' face of God!"* He screams in a voice like thunder. *"I could squirt seltzer in the eye of the sun itself—make whole galaxies climb out of my tiny little car! Th' Age of Clown is at hand! Now who here likes it when disgusting things happen? Because if you don't, this would sure be a*

great time to start! Ha ha hoo ha hoo ha ha hoo ha!"

He springs on Professor Purgatory in an insane clown frenzy, and the two of them battle like enraged gods.

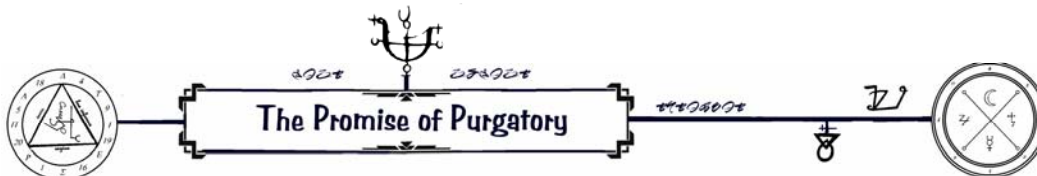
We have (reluctantly) included stats for the newly apotheosized Sicko th' Semi-Divine Clown on Pages 123-124. He actually isn't a match for Professor Purgatory on his own, but with the PCs ready to pile on the party, he just might be.

Fortunately for the PCs and the world, the Age of Clown isn't really at hand. Sicko's incredible new powers will desert him moments after Professor Purgatory's defeat, and long before he has a chance to twist the very fabric of the cosmos into funny-shaped balloon animals.

Yet More Options for the GM

To add an extra note of moral ambiguity to the adventure's climax, you could add either or both of the following optional plot complications.

1) A truly notorious supervillain is among Professor Purgatory's abductees. This option works best if the villain is a real psychopath—one with a reputation as a ruthless murderer. The heroes come upon him/her in a specially reinforced holding cell, trussed up in a power-negating harness; the GM should allow the heroes to free the villain if they concentrate all their efforts -- they will have just enough time to do so before Professor Purgatory, Warpath, and the other Crew members show up. The moral dilemma for the PCs is that although the super-criminal could be a formidable ally, the character will not care one whit about the safety of all the civilians in the other cells, or any hostages the Professor and Co. might threaten to harm. The villain will not willingly surrender to the authorities if/when the other villains are defeated—the PCs will be responsible for releasing a super-powered killer on the world again. Note that the GM may wish to beef up the number of villains present for the final battle in the Transcendence Room chamber if a potent NPC is aiding the heroes. Warpath



should not turn against the Professor in this version of the scenario.

2) As stated, past examples of the Professor's handiwork might be present in the lair--alchemical/occult/surgical attempts at "curing" sinners that resulted in monstrosities. These can be as powerful or pitiful as the GM wishes. They might be encountered roaming the less-explored corridors of the ship, strapped to tables in the infirmary, or holed up in a restraining pen. We've included stats and descriptions for a couple of examples on Pages 120-124, although you're certainly not obligated to use either of them. One option is to make such creatures terribly fierce but relatively vulnerable-- much more fragile than most NPCs of the same PL. The heroes could easily end up maiming or killing such "monsters" only to discover they are horribly deformed human beings, driven mad with pain. An especially cruel GM might then have the PCs discover research notes which reveal that the Professor was actively trying to cure these unfortunates, and that he was on the verge of a breakthrough.

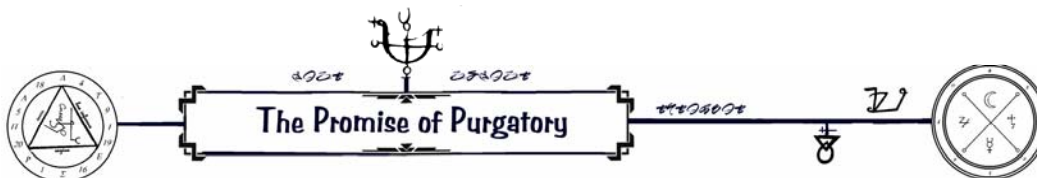
If the heroes win:

As soon as Professor Purgatory is defeated, the Transcendence Chamber ceases flashing and humming, and the chamber door swings free. The containment cells in the corridor outside likewise open, releasing all inside. Seconds later however, the chamber again begins to hum and vibrate, and arcs of electricity begin to crackle all around it; it is enveloped in a column of swirling violet energy then seemingly disassembles, the components swirling about as if in a whirlwind—then quickly implodes, vanishing entirely. The floor begins to shake and the walls start shuddering. Within instants it is apparent the entire ship is coming apart! Professor Purgatory's mighty will was maintaining the vessel's integrity, and now that he has been incapacitated, the *Paradise Delayed* is ripping itself to pieces!

The PCs have just enough time to gather up the kidnap victims and the unconscious bodies of their foes and make

their way back through the ship to the waiting dimensional portal (if they think to go looking for him, they find the young man Warpath used as a hostage cowering in the corridor just outside the Transcendence chamber). As they do so they dodge falling debris, witness the Borderers scrambling to reach smaller escape vessels and hear the wailing of the Vore-Dogs. If they have somehow lost their gateway home Warpath will guide them (and his teammates) back to the transportation deck and operate the controls to get them to Earth, trusting that he can return using his own powers.

Alternate Ending: If the GM is prepared to deal with the consequences, the *Paradise Delayed* may be allowed to reach the Earth mostly intact (either via the heroes or villains steering it or having the ship simply drop out of extra-dimensional space); the vessel crash lands outside the city, roughing up those inside but causing few serious injuries. The federal government will arrive on the scene with the hour, to commandeer the ship and all its technology. The feds will take the villains into custody, and assume responsibility for the Borderers and Vore-Dogs as well. However, it is likely that many of the ship's inhabitants will have escaped by that time. Any Borderers stranded on Earth will survive through hunting/gathering, scavenging, and stealing; they have little concept of human morality and will see nothing wrong with raiding farm houses and looting trains and warehouses. At the same time they are intelligent beings simply trying to exist in an unfamiliar world. Borderers taken into custody by the government might be experimented on or trained as part of a super-soldier program or some other clandestine operation. Escaped Vore-Dogs will prove a greater problem—they will revert to savagery, roaming the countryside in packs of 8-12 adults strong, plus their young. They will breed rapidly in the resource-rich environment of Earth, and will have no natural enemies, as their smell and taste is repulsive to terrestrial predators. Allowing the US government access to a dimension-spanning ship potentially has



campaign-altering ramifications. Dealing with these is beyond the scope of this module, but could serve as the basis for several future adventures. If you don't want it to have much effect on your campaign world, then the ship will deteriorate very quickly—it was already falling apart by the time it reached out dimension—and will never fly again. Nor will the technology that the feds retrieved be very useful without the power of Professor Purgatory's mind to animate it, unless you want a future adventure to be based on some artifact they found buried in its depths.

If the heroes lose:

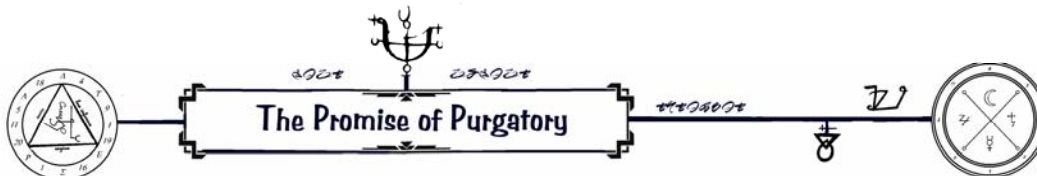


Professor Purgatory is a powerful villain and it is conceivable that a team of heroes could fall before him. If this occurs, have the heroes regain consciousness a few hours later in one of the holding cells; they are bound in heavy chains (Toughness 15, DC 15 Escape Artist check to wriggle out of). Any heroes without an appropriate Immunity power suffer the effects of fatigue, due to the colorless, weakness-inducing gas that circulates through the cell. The cells are pneumatically sealed, so attempts to escape through shrinking (unless the character can go down to sub-atomic size) or assuming a gaseous form are futile. The

cells are also warded against attempts to bypass them through intangibility or teleportation. Four Borderer warriors patrol the corridor. All of the heroes' Equipment and Devices have been stripped from them and are now in the Professor's laboratory. The heroes will probably need assistance to escape (as well as a little extra help in taking the Professor down), so assume the following: The Professor has selected a new candidate for the Transcendence Chamber; this time it's Dana Beryl, a 14 year old child star with a reputation for tantrums and out-of-control behavior. When Warpath learns of this he simply can't countenance any more -- the girl is barely older than his own daughter! After several hours of tortured brooding and more than a few drinks he finally decides to act like a true hero once again. He enters the corridor, releases the heroes from the cells, and helps them overcome the guards. He then leads them to reclaim any of their special equipment, and joins them against Professor Purgatory. *[If Warpath turned against Professor Purgatory earlier or is otherwise incapacitated/unavailable, substitute Captain Kill-You. The Captain has a soft spot for children despite his monstrous demeanor].* At the GM's option one of the heroes may already be in the Transcendence Chamber in need of rescue—or worse yet, have already undergone the process!

If the players lose again:

If the players are defeated a second time, they once again awaken to find themselves imprisoned and stripped of all their equipment. One or more of the heroes will have already been subjected to the effects of the Transcendence Chamber. The situation seems hopeless... when suddenly thunder echoes through the corridors and the entire lair begins to shake and shutter. The lights flicker on and off and then the power to the cell doors fail, causing them to open. The shaking weakens the heroes' bonds enough for them to get free, as what sounds like a series of explosions tear through the lair, ceiling panels collapsing and walls buckling. One part of the outer



wall tears away completely, hurling away into oblivion. When it does, the heroes observe an incredible scene: The lair is being attacked by some colossal extra-planar beast, a grotesque multi-limbed giant—and Professor Purgatory is locked in a cataclysmic battle against the monster!

The lair is being ripped apart by the battle, bits and pieces of it whirling off into the whiteness of the void. The heroes have barely enough time to free the Professor's victims (most of who have been adversely transformed in some manner), activate the dimensional doorway, and flee before the entire ship collapses. If the PCs can't reach the place where they entered the ship in time (if for example a lot of them are wounded and unable to move very well) then let them blunder onto the Transportation Deck just as one of the Motley Crew is setting its controls to escape. If even this seems unreasonable, then the entire section of the ship that the PCs are standing in get ripped loose and flung into the White, along with the PCs and all the victim's they have saved (perhaps one of the victims nearly falls out, and has to be snatched back at the last minute. They land some distance away from the Paradise Delayed, and now must find their way across the trackless depths of the White for a few days (perhaps they have some adventures along the way and perhaps not, according to how the GM wants to play it), until they find a dimensional portal which leads back to our reality. It dumps the PCs and the deformed victims they have rescued in some terribly inconvenient, but not immediately lethal place. A farmer's field in the middle of Russia might be acceptable, but Antarctica or the middle of the Pacific Ocean would probably be too cruel. This is not a terribly heroic ending, and the GM should feel free to reduce or eliminate any Power Point awards.

A more "realistic" (and depressing) ending if the heroes lose twice is for the Professor to run them through the Transcendence Chamber one by one, inflicting each with a disability of some sort, then dumping them back on Earth saddled

with short-term amnesia. The abductions and mutilations will continue (it will take hundreds of victims for the Professor to achieve transcendence) unless stopped by other heroes or the authorities. The PCs lose a great deal of favor in the eyes of the public and standing in the super-hero community. And they have their new disabilities to cope with, on top of it.

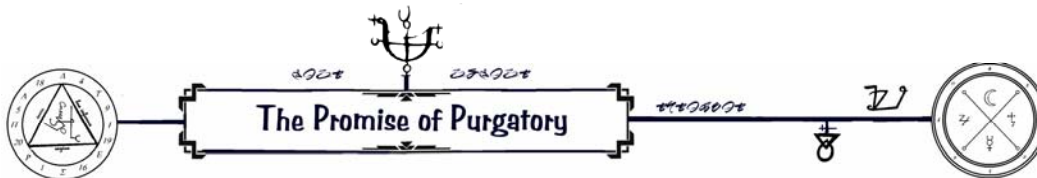
If the GM picks this last option, he/she should decide on what the Transcendence Chamber will eventually do to Professor Purgatory. Even if the Professor isn't ushered through the gates of Heaven, he will *evolve* into *something* more than he was...whether this will be a good thing or a terrible one for the world will have to be seen. Ever "honorable", Professor Purgatory will fulfill his promises to the Motley Crew once he achieves a more "exalted" state.

FOLLOWING UP: HELPING THE HELPLESS

While the Professor may have been defeated, the matter of his victims remains. How can the PCs help them? Here are several options for the GM to choose among.

The chamber's effects fade following Professor Purgatory's defeat: A GM who desires a "truly" happy ending may simply allow the victims to return to normal (immediately or over time) following the heroes' victory. This is a good option for GM's who are in a hurry to get to the next adventure, or for ad hoc player groups who don't meet regularly and won't have time to do a lot of follow-up. It's kind of a pat ending and kind of a cliché, but it's also perfectly in keeping with the genre.

The chamber's effects are permanent: Restoring the victims to normal is impossible (or beyond the PCs' limitations). The victims have to live with any disabilities. This is a rather downbeat ending if the GM is running a "four-color" campaign. Concerned heroes might still follow up by making sure



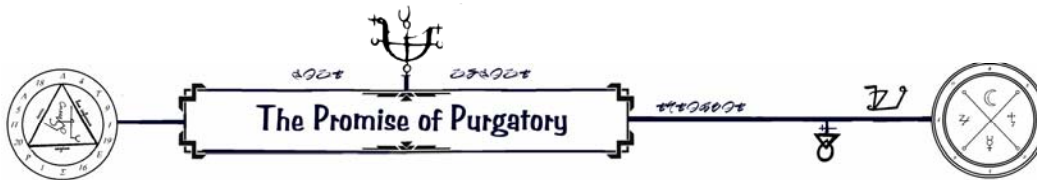
the victims get appropriate medical care and counseling.

Effects are difficult to reverse: Even after successfully putting an end to Professor Purgatory's twisted quest for transcendence—which would have entailed hundreds more victims—real heroes will wish to do more to help the Professor's victims. PCs with magical and/or super-scientific skills may attempt to restore the victims through mystic or medical means. All such attempts are made against DC 45—the Transcendence Chamber's effects are not easily reversed. Any characters attempting to perform the cure must have also the Artificer, Inventor, and/or Ritual feats, in addition to the proper skills. The PCs may make multiple attempts, though each character is allowed only one attempt per PL they have attained. A PC must wait until attaining the next higher PL before retrying after a failed attempt.

Restoring the victims is the basis for another adventure: Most appropriate if one of the heroes friends/family members have been affected. The heroes have to undertake some daunting task to reverse the chamber's effects. Perhaps they must re-gather the magic items that comprised the Transcendence Chamber, which are now scattered across the globe; maybe Warpath's grandfather tells them of a legendary sorcerer of untold might who could undo the damage done by the chamber; or possibly another supernatural artifact hold the key—except that it is currently in the hands of an infamously powerful villain.

REPERCUSSIONS (AND LASTING GRUDGES): Even if the PCs are successful in taking the villains into custody, this does not mean they will never encounter Professor Purgatory or the Motley Crew again. The following are provided as guidelines: Professor Purgatory will be placed into an ultra-maximum security facility in the deepest recesses of the federal penal system, but even this is unlikely to

permanently restrain such a master villain. Eventually the Professor will escape, or perhaps even obtain his freedom by undertaking some nigh-impossible mission of behalf of his jailers. The Professor does not forget or forgive his enemies—the PCs have earned a lifetime foe. Warpath likewise will attempt to escape from prison no matter what the consequences; he's desperate to aid his daughter and be at his wife's side once again. Warpath (or his grandfather) might well entreat the heroes to help save little Shania; perhaps the old medicine man has found the means to do so—one involving a perilous journey to the land of the Native American gods. Assuming the heroes agree to help Shania, there is no way Warpath will allow the PCs to make the attempt alone. Prison will not stand in his way. After trial and sentencing in the U.S., Blitzenhammer will face extradition to Germany for assorted heinous crimes. Blitzenhammer will contact the heroes and plead with them to protect him from his erstwhile comrades in Vermichtung 5; the Neo-Nazi villains will surely attempt to assassinate their ex-ally during the handover to the German authorities. If Blitzenhammer's arcane hammer, shield, and armor were lost/left behind on the decks of the *Paradise Delayed*, the artifacts will eventually reappear in the ancestral manse of his family; the mystic bond between the relics and the bloodline is not easily broken. Captain Kill-You will certainly bear a grudge against the heroes, but the Captain is too apathetic and unmotivated to really pursue a vendetta. It may even occur to the Captain to appeal to the heroes to help him escape his contract with the Saturday Man; the God of Murder is impossibly powerful but true heroes should at least attempt to help the Captain out of his predicament. Vampire Girl is unlikely to seek revenge under any circumstances; she is concerned with little else save her own freedom and pleasure. If she escapes custody she will eventually turn up like a bad penny and cause the PCs trouble just for fun. She's like that.



APPENDIX A: MEET THE MOTLEY CREW

PROFESSOR PURGATORY



*"It is clear that you require instruction
in the ways of righteousness"*

Real Name: Unknown

PL: 18

Str: 38 (+14) /18 (+4) **Dex:** 16 (+3)

Con: 20 (+5) **Int:** 25 (+7) **Wis:** 38 (+14)

Cha: 24 (+7)

Initiative: 8 **Attack Bonus:** 15

Defense: 13 **Toughness Save:** 20/5

(without his battlesuit) **Fortitude Save:** 13

Reflexes Save: 10 **Willpower Save:** 14

Skills: Craft (mechanical) 15 (+22), Disable Device 15 (+22), Diplomacy 14 (+21), Gather Information 10 (+17), Intimidate 10 (+17), Knowledge (arcane lore) 15 (+22), Knowledge (theology and philosophy) 15

(+22), Notice 8 (+22), Search 5 (+12),

Stealth 5 (+8), Sense Motive 5 (+19)

Feats: Artificer, Assessment, Equipment 23 (115 pts worth), Improved Initiative, Improvised Tools, Inventor, Inspire, Leadership, Master Plan, Minions 17 (the Borderers, see their description and stats on Page 115), Ritualist, Takedown Attack

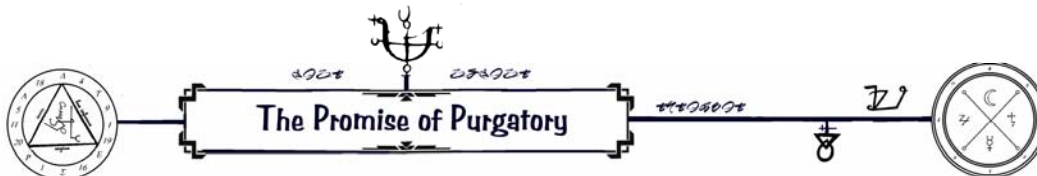
Powers: Dark Vision; Device 24 (Battlesuit, 120 Points, Battlesuit is equipped with the following powers: Blast 17, Enhanced Strength 20, Flight 5 (100mph), Force Field 10, Protection 5, Super-Movement [Interdimensional Travel] 4, Teleport 6); Immunity 6 (Aging, Disease, Exhaustion, Hunger and Thirst, Poison, Sleep), Magic 10 (Falws: None, but it takes 2 full rounds for him to shift between spells, see

"Drawbacks"; prepared spells are: Darkness Control, Create Object, Environmental Control [Distraction, Hamper Movement, Light], and Telekinesis), Regeneration 5 (+3 to recover checks, roll to recover every 5 minutes)

Equipment: Headquarters: The "Paradise Delayed", an extradimensional ship with the following characteristics, Toughness: 15, Size: Awesome, Features: Combat Simulator, Communications, Concealed, Gym (incorporated into the Combat Simulator), Hanger, Holding Cells x2 (Has both 10 Nullification and Toughness 15), Infirmary, Isolated Location (in another dimension), Laboratory, Library, Living Space, Powers (Flight 10, Minions 18 [Borderers and Vore Dogs, loyal to the ship itself rather than to Professor Purgatory], Super-Movement [Inter-Dimensional Movement] 4, [Extra: Affects Others]), Power System, Workshop, 47 Points worth of other diabolical devices and fiendish weapons -- right now all 47 points are in use building his Transcendence Chamber.

Complications: Fanatical madman convinced of his own divinity, never breaks his word once he has given it.

Drawbacks: Action (it requires two full rounds for Professor Purgatory to change



between spells) -2pts; Power Loss (the Professor must be able to speak arcane formulae and freely make esoteric gestures to invoke/maintain spells, to create "on the spot" occult devices, or cast rituals); Vulnerable (as partially a creature of magic, Professor Purgatory is moderately vulnerable to piercing/stabbing weapons made of cold-wrought iron or weapons specially consecrated against supernatural evil by a holy man/woman (blessing requires 20+ ranks in Arcane Lore, and the Artificer and Ritual feats) -3pts; Weak Point (battlesuit is susceptible to critical hits from attacks that strike the power jewel in the center of the breast plate) -1pt.

Background: Professor Purgatory's earliest memories of the world date back to an isolated monastery in the hills of Montenegro (later a part of Yugoslavia) in 1915. He first became aware of his own existence standing naked on a dais in the middle of an antechamber. It was clear from the occult paraphernalia and the mystic sigils inscribed on the floor that some arcane ritual had been attempted, perhaps a summoning of some sort. It was also obvious that something had gone awry; the bloody, mutilated bodies of the monks strewn about the chamber and the hallways testified to that. He felt no fear or even curiosity about the carnage, only a grim sense of satisfaction. The monks had committed some act of evil, he was certain, and had paid the just price for their transgressions. Taking a tattered set of robes and a simple pair of sandals from one of the monks, he left the temple to seek the answers of his existence in the outside world. Thus began years of wandering the world, sometimes working, sometimes begging, often cold, hurt, or hungry, always alone, and relentlessly searching.

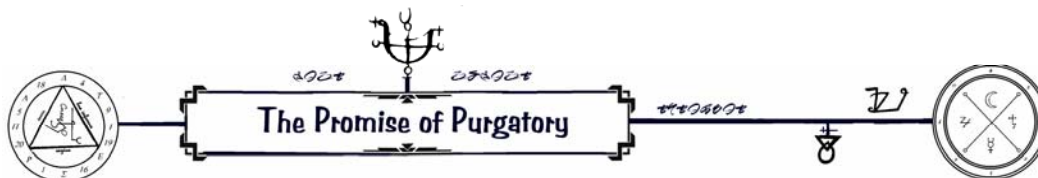
As he wandered the earth and the years passed he learned that he was not like other men. He was superior in nearly every way. His mind was quicker and surer. He did not age and he did not tire. He experienced hunger and thirst, but did not weaken or suffer from lack of food or drink.

He was never touched by plague or infection. Any insult to his body healed with unnatural speed, wounds closing in seconds. Most fantastic of all, he could bend reality itself to his will through his spoken words. The very laws of nature could not hold against his precisely crafted, meticulous mathematical and philosophical arguments. He could speak Power to Truth.

In his travels he also discovered that sin abounded in the world... sin was all around him, permeating every corner of the earth. The selfish who refused to grant him the alms of clothing and coins he requested (until he simply took them), the wrathful who responded to his modest requests with vulgarities and threats (until he chastised them), the lustful who tempted the flesh by flaunting their bodies (until he taught them shame) -- all of these had to learn their errors through lessons of humiliation and pain. And so he did teach them, at every opportunity and with great thoroughness. Those he punished would never forget their lessons.

It was during one such lesson that his true nature was revealed to him. It was 1936. He was in a back alley in Djakarta, teaching the virtue of modesty to a young woman who had had the temerity to suggest he join her for an obscene act. As he made certain she would never enjoy normal relations again (thus ridding her of her perverse nature) he experienced a moment of clarity. He knew why he had abilities far beyond those of other men, and why he could not abide the immorality rampant in the world: He was a divine being—an angel. It was he who had been summoned by the monks in the temple—and it was he who had slain them for their transgression, for attempting to bind a creature of the higher planes to their will. Crying tears of joy, he threw his arms wide and willed himself back to Heaven.

And then...nothing happened. He was still standing in a muddy alleyway in a squalid little country, the air filled with the sobs of the wretched slattern he had punished. But why—why was he being denied his place in Paradise? Then he was



struck by another thought: it was obvious the monks had been allowed to bring him to Earth for a reason. He was here to provide instruction for the fallen, to redeem those who still had the potential for salvation...and put an end to those who did not. That had to be the answer. He had allowed himself to be summoned to the material plane by the vile monks, almost becoming their cat's-paw, and so had become unworthy in the eyes of God. He had to prove himself to his Lord.

But he would no longer walk among mankind anonymously, concealing his glory in undistinguished human flesh and humble garments. He had to make the world understand that an Agent of Righteousness was among them, ready to punish the wicked and the strong and to protect the good and the weak. Searching for inspiration, he found it in the tattered pages of an American newspaper detailing the exploits of the costumed adventurers and masked "mystery men" who had recently debuted on the world stage. Some, like him, also seemed to possess powers beyond those of mortals. These were not angels of course, but likely God-Touched nonetheless. He felt a kinship with these men. He would style himself after them.

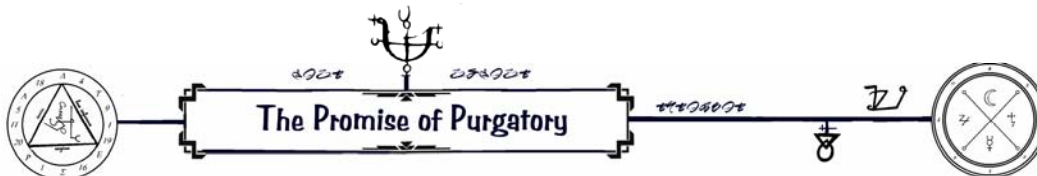
He set to work, creating a gleaming suit of armor (acquiring the occult and technological materials he required by whatever means needed, as was his right). The mystic engineering of the armor allowed him to send forth bolts of "divine retribution", searing energies to burn souls of sinners. Clad in this armor and a resplendent silver cloak, he adopted the identity of Professor Purgatory, Champion of Righteousness, and Bane of Corrupted Souls.

Professor Purgatory pursued his mission with zeal, no longer engaging in random, furtive episodes of "redemption", but actively and aggressively pursuing corrupt businessmen and politicians, entertainers who paraded immorality, vice dealers, and false religious leaders. He rarely fought the various arch-fiends and master criminals that were emerging in this era, preferring instead to focus on those

whom he considered the true source of society's ills. Early on his crusade garnered a fair share of supporters, who often approved of the "Professor's" actions against gangsters, war profiteers and scandalous celebrities. On a few occasions, Professor Purgatory even teamed-up with other heroes to combat the scourge of crime. But as time passed, Professor Purgatory's cruel and indiscriminating nature became impossible to hide. His victims were as likely as not to be guilty of nothing more than offending his prejudices, while his punishments became increasingly creative and sadistic. Soon enough, Professor Purgatory was widely known as a psychopath and a super-villain, losing whatever public support he had enjoyed. The super-heroes he once saw as his distant kinsmen turned against him, their efforts forcing him to stay on the move from one country and continent to the next. He takes this as further evidence of the sinful, fallen nature of the world.

After over six decades of punishing sinners of all stripes, Professor Purgatory experienced a "crisis of faith". He had done everything he could to discourage sin and restore righteousness to the world, but he seemed no closer to regaining Heaven than ever. What had he missed -- what was he overlooking? Then it struck him; he too had been corrupted by the world around him. The overwhelming presence of sin all around him had tainted his angelic being, weighing down his soul. He had acquired human vices -- anger, pride, vanity -- that prevented his return to the Celestial Hallways. How then could he transcend these blights and restore the pristine condition of his spirit?

After several years of arcane investigation and research, he arrived at a solution. Documents he discovered led him to believe that with the proper arcane materials he could construct a chamber that would transfer his spiritual flaws (acquired through no fault of his, of course) to others, mortals who would suffer them as physical manifestations upon their persons. He would select the recipients of his sins



carefully of course -- they would have to be deserving of such treatment, and care would have to be taken to ensure that the experience was instructive for them, ultimately for their own betterment. And he could not obtain the necessary components himself, as he was now too well-known among men -- he would need suitable minions, agents...yes, perhaps even sinners needing a chance for redemption....

Appearance and Demeanor: Professor Purgatory is a tall, well built man seemingly in his mid to late thirties (though actually much older). His skin is almost ghostly pale, a stark contrast to his flame-red hair and gold-flecked eyes. Blue-black glyphs, runes, and sigils adorn his skin -- each decade more of these seem to appear on his body; though the Professor believes they signify his return to a perfect state of being, their true significance is unknown. Sometimes when he uses his powers, and really exerts himself his hair briefly turns white. No one knows why. Clad in his flowing silver cloak and golden battle raiment, the Professor is quite an imposing figure. He always speaks and acts with a cold, aloof air, secure in the knowledge that he is morally superior to all those around him. His eyes seem focused on some far-distant vision no one else can perceive. He is unnerving to be around for any length of time.

Guidelines for handling Professor

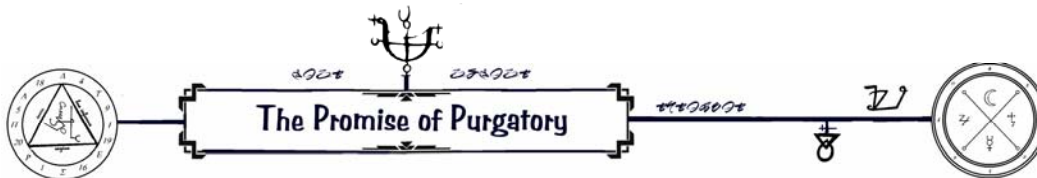
Purgatory in combat: Professor Purgatory can potentially be a truly horrendous foe for the PCs to try and take down. He is perhaps even more formidable than his PL and point totals indicate, as he is extremely versatile. Given that his skills as a scientist and sorcerer-the Inventor and Ritualist feats allow him to prepare any number of one-encounter powers in advance-his armor could be outfitted with numerous other formidable weapons and fortified with potent incantations besides its listed capabilities. He could spontaneously cast any number of magic spells (through extra effort and "on-the-spot" use of Ritualist). The whole room could be rigged

with automatic anti-intruder security systems. He could keep a contingent of Borderer guards with him at all times and outfit them with heavy assault rifles, sleep grenades, and other gear with his Equipment feat. In short Professor Purgatory should "realistically" be more than a match for a reasonably sized PL 10-12 hero team. There would simply be too many ways for them to be hit.

To remedy this, consider that the Professor is massively overconfident, contemptuous of the possibility that any band of "mere mortals" could ever defeat him. He simply sees no reason to thoroughly prepare himself for battle, trusting in his innate skills and the inherent might of his arcane battlesuit. Nor will he expend extra effort or "Power Points" (i.e., GM fiat) against the PCs, at least not until they already have him on the ropes.

The spells listed for his Magic power were chosen so as to limit the usefulness of the power in his conflict with the PCs inside the Transcendence Chamber room. The penalties imposed by his Darkness Control spell are reduced by half due to the weird illumination provided by the Chamber itself, he is loathe to use Environmental Control inside the carefully maintained environment of the room, there are no heavy objects for him to throw with Telekinesis, and so forth. All of this should make him easier to handle.

On the other hand, if the PC team is especially large, powerful, or effective, the GM should feel free to let the heroes face a "geared-up", extensively prepared Professor Purgatory. He can have several "pre-set" magical effects ready to go off against his foes and the spells listed for the Magic power could be altered to include more offensive powers such as Animate Object or Dazzle. The level of threat is all up to the discretion of the game master. Have fun.



WARPATH



Real Name: John Bright-Path
PL: 12

"Don't cross me on this one...if you do, there's nowhere I can't hunt you down."

Str: 18 (+4) **Dex:** 24 (+7)/ 18 (+4)
Con: 18 (+4) **Int:** 14 (+2) **Wis:** 16 (+3)
Cha: 16 (+3) **Initiative:** 11
Attack Bonus: 12 **Defense:** 12
Toughness Save: 12/ 9 Flatfooted, 7
Without Armor, 4 Without Armor or Dodge
Bonus
Fortitude Save: 7 **Reflexes Save:** 9
Willpower Save: 6

Skills: Acrobatics 8 (+15), Bluff 5 (+8),
Climb 5 (+12), Escape Artist 3 (+10),
Gather Information 5 (+8), Intimidate 6
(+9), Knowledge (arcane lore) 6 (+8),
Knowledge (streetwise) 4 (+6), Language 1
(Lakota), Notice 14 (+17), Ride 5 (+12),
Search 11 (+15), Sense Motive 5 (+8),
Stealth 10 (+17), Survival 6 (+9)

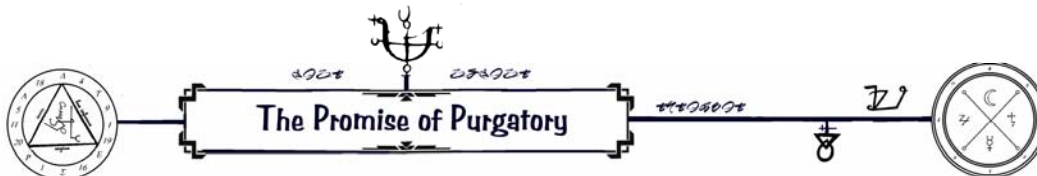
Feats: Assessment, Critical Strike,
Defensive Roll 3, Equipment (5pts worth),
Evasion, Improved Critical (With Knife),
Improved Initiative, Interpose, Move-By
Action, Power Attack, Seize Initiative, Set-Up,
Sneak Attack, Takedown Attack, Tracking,
Ultimate Effort

Powers: Device 21 (Magic Knife, confers
the following powers: Mind Shield 9, Strike 8
[Extras: Dimensional, Penetrating; Power
Feats: Affects Insubstantial Targets], Super-
Senses 2 [Detect Use of Psychic Powers,
Low-Light Vision]), Enhanced Dexterity 6,
Mind Reading 9 (Flaws: Limited [Only
reveals the subject's emotions and overall
personality], Sense-Dependant [must see
the target to read them]), Speed 3
(Maximum Speed of 50 mph), Super-
Movement (Dimensional) 3, Super-Senses 6
(Awareness of Magic, Dimensional Vision
[reveals spirits], Tracking [Visual] 3 [can
move all-out while Tracking])

Equipment: Armored Costume (+5
Protection)

Complications: Won't hurt innocent
bystanders, drinks too much.

Background: The birth of John Bright-
Path 48 years ago had been awaited by his
people for generations. He was the product
of ages of selective breeding, of arranged
bloodlines and earth-rituals all destined to
produce the champion that would be
needed in the closing decades of what was
referred to as the 20th century. The ancient
prophecies predicted that this would be the
time of the Skin Changers, cunning spirits
from the Shadow-Blighted Lands who would
spread like a plague among mankind,
corrupting all they touched. Young John
was taught these prophecies from an early
age. He was also taught to harness the
genetic gifts with which he had been
blessed. By age 10 he could out-run and
out-hunt the strongest men of his tribe. By
15 he had learned to use his mystic sight to
perceive the auras of all living beings,
mortal or spirit. By 20 he could pursue prey
no matter what the obstacle, by briefly
stepping outside the realm of man. And at
23, John proved his worth as the chosen



champion, by hunting down and slaying a great grey Astral Wolf, a fearsome predator of the Spirit Realm. He took the beast's heart and claimed one of it's' fangs as his own, fashioning it into a spirit-knife that would seek out any foe's weakest spot. Adopting a bright skin-tight costume that combined Native American elements with standard super-hero garb, John adopted the title of Spirit Warrior.

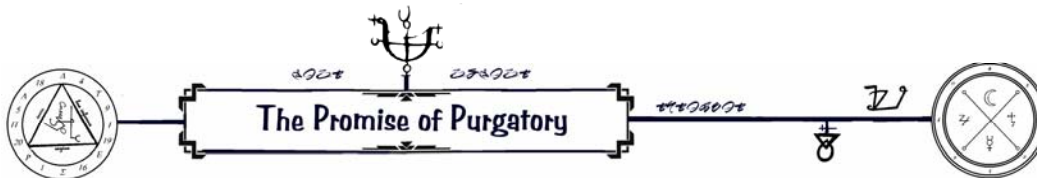
Spirit Warrior was now ready for his predestined role. He would serve as humanity's Great Hunter, ferreting out the most insidious foes the world had ever faced. As the ancient tales bade, he would fight alone at first, but eventually come to lead a band of heroes against the demon Skin Changers. The battle would last decades, perhaps half his lifetime, but it would be won. He would be ready...except that as events unfolded, it turned out he was barely needed. It seems the old prophecies had not accounted for nearly all-powerful alien over-men...or for ancient reincarnated Egyptian sorcerers...or even for government enhanced mutant psychic soldiers. Other heroes detected the presence of the Skin Changers before Spirit Warrior even had time to react. The battle lasted months, not decades. And in the end, he was just one more garish costume among many, not a leader, not a champion, just another grunt. His birthright was a hollow promise.

After the threat of the Skin Changers ended, John tried to find a new role for himself. He joined a Southwestern United States based super-team called the Advance that he had fought alongside. But John had been raised to be a leader, not a follower, and clashed too often with the team leader Zen Ken and second-in-command Armistice; he was eventually asked to leave; politely but firmly. He tried to become a solo hero, protecting Native American interests against greedy corporations and corrupt elder tribesmen, but found himself ill-equipped. He was a hunter, not a detective, and was too trusting and naïve about people -- he was by nature suited to battling demons, not evil men. His "ordinary" life fared just as poorly, as he

found little success in either education or work. Depressed and aimless, John turned increasingly to drink, which would ultimately prove his downfall.

Drifting and low on both money and self-esteem, John allowed himself to be recruited into the ranks of a radical faction of the Indian Rights movement. His new "friends" assured him that their protest at the city's Columbus Day event would be a peaceful one, and that his presence there was only needed to keep the local authorities from denying them their right to assemble. Spirit Warrior showed up that morning semi-inebriated but ready to play his part in the march. He figured he was just there for "show", and everything would be all right. He couldn't have been more wrong. The protesters did everything possible to antagonize the police and the Columbus Day celebrators, and the march quickly turned violent. Bats, bricks, and tire irons came into play, as tear gas and night sticks flew. Spirit Warrior tried to hold back as much as possible while defending his "fellow Indians", but things quickly turned ugly. He put one police officer through a squad car windshield and broke the arm of another, before the local super-hero Brigade showed up; John tried to keep his cool, but when the heavily armed hero drew blood, Spirit Warrior erupted in a haze of alcohol fueled violence, and his spirit knife found Brigade's heart.

John surrendered to the authorities after he sobered up, and pleaded no contest to charges of assault and manslaughter. He was sentenced to the Federal Maximum Security Institute for Superhuman Offenders in Nevada. Prison was especially rough for a minority super-hero in prison, and John spent much of his time in isolation. He was finally paroled for good behavior after ten years. With no other options, he returned in disgrace to the reservation where he was born. He was stunned to be welcomed home with open arms as a favorite son, a hero who had made a few mistakes. His tribe had fared well in his absence, as newly erected casinos and resorts brought tourists and wealth. He immediately found a good-



paying job in casino security -- having an infamous meta-human on the payroll effectively quelled would-be thieves and troublemakers. He met and married Lily Two-Trees, a hostess at the casino and part-time teacher at the reservation school. They had a daughter Shania soon after they married. All was well until Shania's 13th birthday.

When John had turned 13, he fully came into his superhuman prowess. When his daughter reached the same age, she was stricken with an unexplainable wasting disease. Neither western doctors nor the tribe's medicine men could help; even the origin of the disease defied explanation -- to everyone but John's grandfather. His grandfather explained that disease was mystic; John's birth had been carefully orchestrated, but John had married for love, and his little girl's genetic heritage was not strong enough for the mystic energies that coursed through her frame.

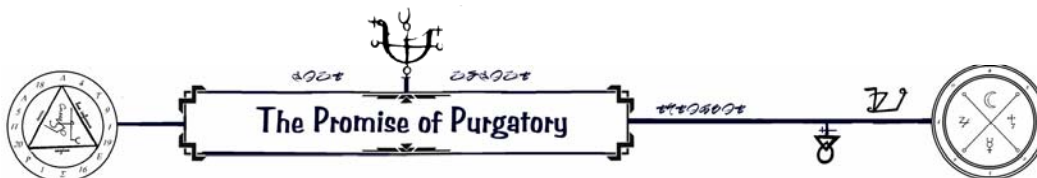
John was helpless, and his wife nearly mad with grief; Lily suffered a stroke brought on by the stress of watching her daughter slipping away, and John descended into alcoholism again. One evening, when John had just made up his mind to drink himself to death, a gleaming armored figure appeared, offering life for his wife and daughter and redemption for his soul.

Professor Purgatory needed a field commander for the band of super-powered misfits he had assembled, and the Professor saw John as the perfect candidate. The Professor promised that no one would be hurt--no one innocent at least. John saw little choice but to trust the enigmatic figure before him. He would finally lead a mighty band of "champions", but not as Spirit Warrior. He wouldn't dishonor the heritage that should have been his; instead he would adopt the guise of Warpath, a cynical, bitter man fighting for no cause but that his own. He would play the role of the mercenary villain, an "angry, America-hating Indian" to mask the shame he felt at his second fall from grace. He secretly hopes to find

another way to make things right and be a hero again.

Appearance and Demeanor: John is 6'3" tall, with the lithe yet imposing frame of a natural born warrior. His bronze skin, black hair and eyes, and angular features clearly mark him as Native American. At 48 he remains youthful, his age betrayed only by a few grey hairs and sparse lines around his eyes and mouth. As Warpath he wears paramilitary style garb, distinguished only by a brightly colored face mask that resembles war-paint markings. His hair is now cut in a severe Mohawk style, and a sad, resigned look usually frames his face -- except when he erupts in anger. Even after ten years in prison and years of retirement Warpath retains his preternatural stamina, reflexes, and skill in combat. He is an excellent field leader with an instinctive grasp of tactics, but he doesn't like any of the other members of the Motley Crew. He considers Captain Kill-You a hapless, imbecilic thug; Vampire Girl an undisciplined impulsive brat; and Blitzenhammer a Nazi war criminal (despite the Prussian's protests to the contrary, and the fact that Blitzenhammer shows real respect for Warpath as a man). Still they are his comrades for now, and he will lead them in battle.

He remains a would-be hero at heart, refusing to hurt civilians and reluctant to use force against heroes and law enforcement. Unfortunately his continued drinking frequently clouds his judgment in this respect, causing explosive episodes of violence. Despite his often difficult life, he still has an overly trusting heart, eager to take people at face value. He wants to believe that Professor Purgatory is being straight with him and the others. He would sacrifice his life in a heartbeat if it will save his daughter. His little girl and ailing wife are all he cares about in the world.



CAPTAIN KILL YOU

(aka Captain Skumbag)



Real Name: Todd Treadwell
PL: 10

"I am the Harbinger of pain, the bringer of blood and sorrows! Women kill their children when they hear my voice, for they know there is no hope! My fist is the velocity of hate! I eat only your blood; I drink only your skulls! Gnnaaaauugh! ... Heh. That was pretty good, wasn't it? I ought to have my own breakfast cereal."

Str: 30 (+10)/20 (+5) **Dex:** 14 (+2)
Con: 18 (+4) **Int:** 14 (+2) **Wis:** 10 (+0)
Cha: 14 (+2) **Initiative:** 2
Attack Bonus: 10 **Defense:** 10
Toughness Save: 10 (Impervious)
Fortitude Save: 10 **Reflexes Save:** 8
Willpower Save: 2

Skills: Intimidate 5 (+7), Knowledge (popular culture) 5 (+7), Notice 5 (+5), Stealth 1 (+3)

Feats: Fearsome Presence 5, Improved Grapple, Power Attack, Startle

Powers: Enhanced Strength 10, Impervious Toughness 4, Leaping 9 (x1000), Protection (Extra: Impervious) 6, Regeneration 5 (+5 to Recovery Rate), Super-Senses (Low-light

Vision) 1, Super-Strength 8 (Power Feat: Thunderclap)

Complications: Won't hurt innocent bystanders under any circumstances.

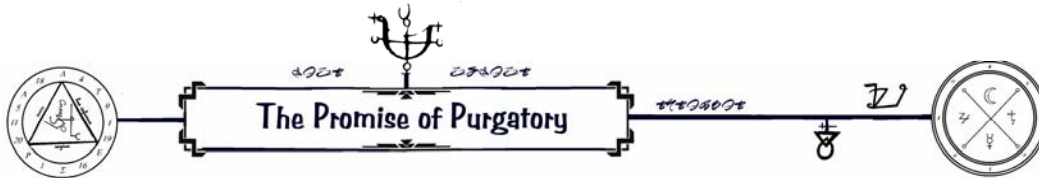
Drawbacks: Hideous (very common, moderate) -4pts

Background: Smash stuff, steal stuff, drink beer, dance in clubs, throw up, pass out, repeat. Life is good. Or at least that's how it seemed to Captain Kill-You when he got into the supervillain game. Now he's twenty-nine, and he hasn't done one single thing with his life. He's always short on cash, always scared of getting killed and the law is always just one jump behind him. Most of the friends he used to party with are married now or in rehab or dead. The newer kids speak slang that isn't quite his slang anymore—and anyway the world of New York's underground clubs can start to seem pretty narrow and confined after you've been there every night for years.

He's getting sick of sleeping in squats and peeking out of the windows, sick of being frightened all the time. Was this what he gave up his life for? Is this all there is? And if there's anything more, how would he find it now?

Captain Skumbag's criminal record won't make it easy for him to find a normal life. Nor will all his pending arrest warrants. And there are master criminals who are used to being able to call on him as a hulking, ferocious henchman and who won't be pleased if he tries to tell them that he's retired. Then there's his appearance to consider. Apart from the fact that he's seven and a half feet tall and blue, his whole body is covered with tattoos, he's had his teeth surgically modified, his eyes glow in the dark -- he's too weird looking to fit in much of anywhere but the club scene or college. He tried college briefly but it didn't work—an opportunity to rob an armored car came up and anyway he was failing most of his courses.

Captain Skumbag doesn't really talk much about his origins. Sometimes he claims that he doesn't know who he is, or he implies that the truth about him is so



horrible that it must remain forever a secret. In fact it's just embarrassing.

Todd Treadwell is the hyperactive, ne'er do well son of an ordinary middle class academic family on Long Island. His father teaches comparative religion at NYU, his mother is a violinist who sometimes plays for the Metropolitan Opera but mostly teaches music at Columbia University. He loves his parents, despite sometimes claiming to have eaten them, but he's much too ashamed to ever think of going back to them for help.

Even the way he got his powers is too stupid, uncool and banal for him to ever admit to it. His parents sent him to prep school, where he was the only kid who liked Norwegian death metal and Satanism. He tried to summon up the devil in his dorm room with a ritual he found in some sleazy paperback—not because he actually believed in any of it, but because he thought that as the school's resident outcast metalhead/goth he ought to do things like that.

Unfortunately, the entity called the Saturday Man heard him and was amused by his lack of sincerity. So he gave the poor silly boy the power he claimed to want, and sat back to watch him destroy himself. It has taken years, but it was worth the wait. Todd senses that the Saturday Man may soon appear to him again, and offer him a grisly deal -- his life back, in exchange for some foul and shocking crime. He has instead thrown in his lot with Professor Purgatory in an effort to put that day off a little further. Maybe the Professor can even help him. Todd has tried evil and it wasn't that great. Maybe salvation would be better? Some part of him doesn't really believe this, but he's willing to give it a try, and anyway it beats sitting around waiting for the Saturday Man to come for him.

No stats are provided here for the Saturday Man, for he won't appear in this adventure. Suffice it to say, he's the God of Murder, the thing killers pray to in their secret dreams. To learn all about him and his sinister plans for mankind, go pick up a copy of "13 Shades of Darkness" from Plain

Brown Wrapper Games. It has more information on Captain Kill-You, as well.

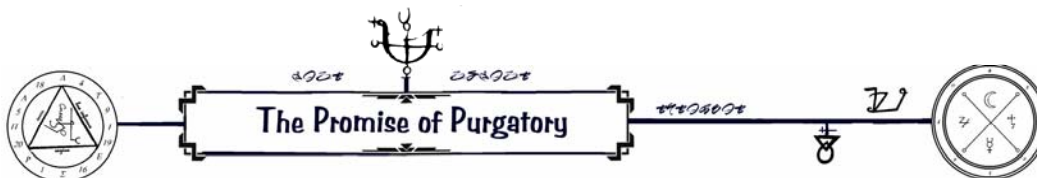
Appearance and Demeanor: Despite the way the criminal life has soured on him, Captain Skumbag is still a jovial, cruel opponent who loves a good fight like nothing else. He bellows and talks trash. He mocks his opponents and says scary, nonsensical things to rattle them (*"Tasty are the meek!"* or *"Some people look pretty tough before I eat them, but when they come back out they all look the same!"* or some such).

He always seems to have a vicious grin, even when he's losing. He likes pain a lot, and the harder you beat him, the louder he laughs. But he isn't as tough as he looks. While Captain Skumbag enjoys frightening people and getting attention, most of his talk is just for show. Killing people doesn't really appeal to him, dead bodies are sticky and gross in his experience. He may threaten to eat someone or to peel them like a grape, but it's just to rattle their cage. He's worked with guys who actually do stuff like that and the memories it left him with still make him shudder.

While he tries to look as though he doesn't care whether or not he wins or loses a fight, this too is mostly just for show. He doesn't care much about his safety, but he values his freedom a lot—he gets bored easily, and prison is a torment to him. In fact the only time he's likely to become really dangerous is if he gets cornered and panics.

He likes Warpath—the guy is totally cool and he knows how to drink. Captain Kill-You senses that Warpath has some secret pain, some deeper reason for joining up with Professor Purgatory. He doesn't seem to want to talk about it, but this just makes him cooler.

In awe of Blitzenhammer (a real-live actual Nazi!) he tries not to show it in front of Warpath. The fact that the German villain seems to look down on him only adds to Blitzenhammer's "mean and cool factor" in the Captain's eyes. Captain Kill-You doesn't understand what real Nazis were like.



Ten years ago Captain Kill-You would have thought Vampire Girl was incredibly snacktastic, but by now he's dated so many girls who are just like her that he knows she's trouble and resists the impulse to hit on her.

Long years of serving as a second-string villain have taught him how to act around the boss. He knows to look ferocious, keep his mouth shut and do what he's told when Professor Purgatory is in the room.



Real Name: Unknown (isn't sure herself)
PL: 10

"Life is a ghastly nightmare carnival of shadows. That's what I like about it."

Str: 12 (+1) **Dex:** 16 (+3) **Con:** 20 (+5)
Int: 12 (+1) **Wis:** 10 (+0) **Cha:** 20 (+5)
Initiative: 3 **Attack Bonus:** 8

Defense: 12 **Toughness Save:** 5
Fortitude Save: 9 **Reflexes Save:** 5
Willpower Save: 0

Skills: Bluff 5 (+14), Knowledge (arcane lore) 5 (+6), Notice 4 (+4), Perform (Dance) 5 (+14), Stealth 9 (+12)

Feats: Attractive, Diehard, Distract, Fascinate (Linked to Bluff)

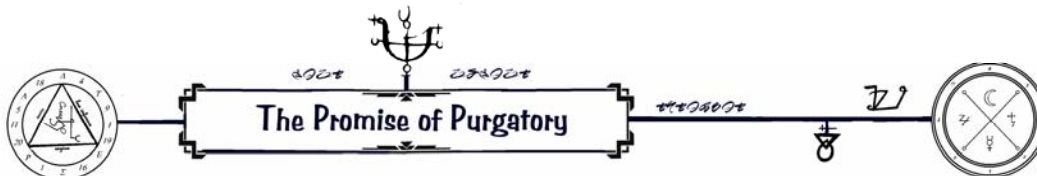
Powers: Drain 10 (Drains Constitution), Immunity 10 (Life Support plus Immunity to Aging), Insubstantial 4 (Flaw: Only Works at Night), Mind Shield 4, Regeneration 6 (Grants a 6 bonus to her Recovery Checks; Flaw: Only Works at Night), Super-Senses (Dark Vision) 2, Telepathy 10, Teleport 8 (Extra: Accurate; Power Feats: Change Direction, Change Velocity, Easy; Flaws: Can't carry anyone with her, Only Works at Night)

Complications: Silly, jaded, bored, has poor judgement.

Background: She only appears at night, she can float in midair, vanish into nothing and she drains the life force of the living. Is she the thing the vampire legends speak of? That is difficult to say. In fact nobody knows who or what she is at all, which suits her fine.

She loves to tell outrageous, contradictory stories about herself. She loves to suddenly appear, make strange pronouncements and then vanish into the shadows. One night she'll make up imaginary cabals of vampire lords who rule the world in secret, the next night she will claim that Judas Iscariot was a woman, and was punished for loving Christ by wandering the world as a vampire queen. Perhaps the next night she'll tell you that the Department of Defense used psychedelic drugs to create a test group of psi-vampires in the fifties at Area 51. None of her stories are consistent and none of them are true (or are they?)

Appearance and Demeanor: While Vampire Girl enjoys acting mysterious, ancient and wise she is in fact silly, fun-loving and irresponsible, without a care in



the world or a plan beyond the present moment. Vampire Girl's motives are simple. She likes to dance in clubs, lurk in darkness, get attention and suck the life force out of good-looking young men and women. A constant and compulsive liar, she feels no shame about it—or about anything else for that matter. Mercy and honor are equally foreign to her, but then again so are malice and revenge.

She cares nothing for danger and is totally indiscreet about feeding. Only her penchant for playing it mysterious has kept her from making some kind of grievous error and drawing the authorities down on her. She has yet to actually kill anyone by draining off too much of their life force, but it's not because she's being careful -- she just feeds often enough that she isn't all that hungry. If she were in desperate need of sustenance, who knows what she might do?

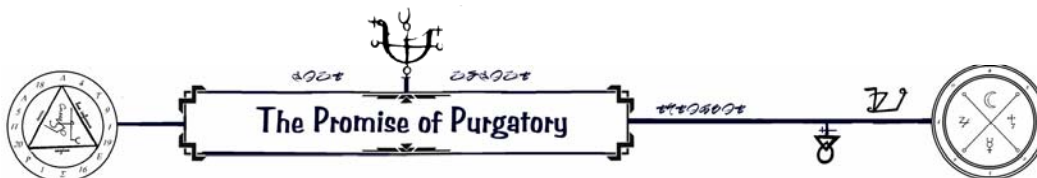
Not particularly bloodthirsty, she has no taste for physical combat and if the PCs attempt to hunt her down she will try to avoid coming to grips with them, using hit and run tactics to pick them off one at a time as the opportunity presents itself. She is no strategist, however, and may very well attack a superior force or try to hold her ground against impossible odds, just on a whim.

Who and what she really is we leave up to GM, although perhaps it is best if the PCs never learn the answer at all. She has no idea herself, and only feels mildly interested in knowing.

Professor Purgatory has promised to help her discover her origins, but she joined the team as much on a whim as to find out the answers about herself. The moment she gets bored she'll desert them, but so far things have been so exciting that this hasn't been a problem.

She vaguely feels Captain Kill-You is amusing and Professor Purgatory is impressive, but like any thoroughgoing narcissist, Vampire Girl doesn't waste much time thinking about her fellow teammates. It would take away too much time and effort from thinking about herself.

She has flirted (unsuccessfully) with all of them, but it's always been to get attention and to see how they react—she doesn't feel any strong attraction or romantic bond toward any of them (or for that matter toward anyone else). The results of her flirtations were always disappointing, so she stopped.



Blitzenhammer



Real Name: The Honorable Baron Heinrich von Hammurhold

PL: 10

"Just shut up and die, you pointless, dirty little person."

Str: 16 (+3) **Dex:** 18 (+4) **Con:** 14 (+2)
Int: 10 (+0) **Wis:** 12 (+1) **Cha:** 14 (+2)
Initiative: 4 **Attack Bonus:** 8
Defense: 12 (+7 without his Shield)
Toughness Save: 9 vs. electrical attacks when holding his hammer but not his shield, 10 vs. all attacks while holding his shield, 7 vs. other attacks while flatfooted or not holding his shield, 2 without any of his devices
Fortitude Save: 6 **Reflexes Save:** 6
Willpower Save: 5

Skills: Climb 5 (+9), Knowledge (current events) 2 (+2), Knowledge (history) 4 (+4), Languages 4 (English, French, Portugese, Spanish), Notice 5 (+6)

Feats: Accurate Attack, Assessment

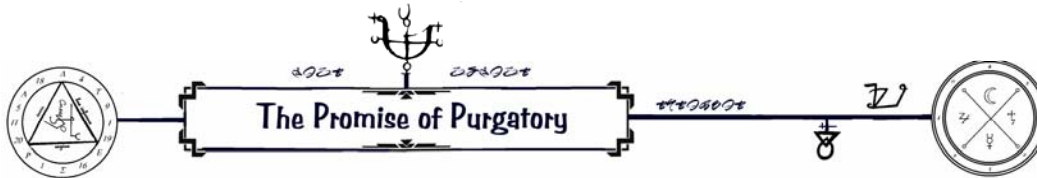
Powers: Device: Magic Armor (Impervious Protection 5), Device: Magic Hammer (Absorbtion 10 [Absorbs Energy Attacks, Converts them to Boost -- normally he uses the Boost to enhance his Electrical Control; Flaw: Can only Absorb electricity], Electrical

Control 10 [Blast 10; Power Feats: Alternate Powers: Auditory Dazzle, Visual Dazzle, Obscure Radio Senses, Nullify Electronics], Protection 5 [Extra: Impervious; Flaw: only works vs. electrical attacks], Strike 7 (Power Feat: Mighty), Device: Magic Shield (Deflect vs.all Ranged Attacks 10 [Extras: Action, Reflection, Redirect], Shield 5) Immunity 1 (to Aging)

Background: The world is full of haters and white supremacists, but actual real-live Nazis are a rarity these days. Old age claimed the ones who weren't killed in the war or hunted down by the Israeli security services. Time devours all things. Yet it hasn't devoured Blitzenhammer, who still looks as young today as the first moment he put on his Wehrmacht uniform in 1939. He is the last surviving member of Einsatzgruppen X, a German parahuman team assigned to hunt down Allied superheroes on the battlefield. A titled Baron from Swabia, he inherited his powers from his father, and his father before him. His ancient, powerful, moribund family goes back to the era of the Teutonic knights and beyond. At least since the days of Charlemagne the eldest male heir of his family has been the secret protector of the Lightning Hammer and the Strangshield, ancient occult artifacts of incredible power. The Blitzenhammer may actually have been the hammer of Thor, or perhaps the thing that the legend of Thor was based upon.

The Von Hammurhold family itself has always been apolitical, far too rich and ancient to concern itself with kings and Reichs and their affairs. But when Swabia was threatened in the first World War, the Junkers of the Blitzenhammer sent son after son to the trenches. All of them wielded the Blitzenhammer and Strangshield against the Prussian Empire's enemies and all of them died.

By the war's end the family fortune was in tatters and its lineage all but depleted of sons. They barely noticed the rise of the Nazis, joining the National Socialist Party purely because that was what one did.



Heinrich, the family's last heir, answered Germany's call in 1939 and was shipped off to invade France with Einsatzgruppen X. Throughout the war Heinrich saw little of the Nazis' dark side and never really understood what was happening to the Jews sent out of France for "resettlement." His smug, stolid aristocratic outlook and lack of imagination shielded him well—but it still doesn't excuse him.

Once the tide of the war turned, Einsatzgruppen X found itself pushed back further and further into central Europe, taking terrible losses as they went.

During the Battle of Berlin the surviving members were supposed to sacrifice themselves in the city's defense, but Heinrich didn't see the need to shed his noble blood for a grubby little lower-middle-class politician like Hitler. Instead he lay low. Then after the war he made his way back to France and like so many former Wehrmacht and Waffen SS, he joined the French Foreign Legion. This seemed the proper course—he was the only Von Hammurhold left, his family estate was gone, absorbed into communist Poland, and he had nothing left to protect but the family's occult relics. The rigid European officer's code would have normally required him to blow his brains out, but since his mortal duties weren't yet completely discharged, a disgraceful death in the ranks of Le Legion seemed an acceptable substitute.

To his surprise, he found that the Legion was full of Germans, although they only spoke their native language to one another in whispers after lights-out. The penalties for speaking any language but French were incredibly severe. Beatings were standard punishment for even the most trivial offenses in the Foreign Legion, and Heinrich heard more than one of his new comrades grumble that discipline hadn't even been this harsh in the SS.

He spent some unhappy years fighting insurgents in Algeria. Then they shipped the Legion off to Vietnam.

By now it was the 1950s, and Heinrich noticed that he wasn't getting any

older. He supposed that this was because he hadn't created any heirs and couldn't pass the family relics down. The Blitzenhammer didn't want to be left without a wielder, although it was going to be hard-pressed to keep him alive in Vietnam.

As the Legion marched through the streets of Paris prior to its departure, it struck Heinrich as funny that the crowds were wildly cheering so many of the same men who had tramped through these streets as hated occupiers, not long before.

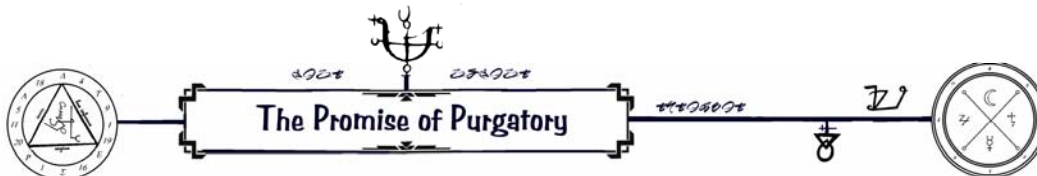
Throughout the 1950s and early 1960s the French steadily lost the first Vietnam War, years before America had a chance to do the same. The Foreign Legion was pretty well annihilated over the course of the war, the bones of former SS men and Hitler Youth littering the jungle.

Better-connected ex-Nazis were living safe lives in South America, and after few years of service in Southeast Asia Heinrich was determined to join them. He got a transfer to French Guiana, cashiered out of the Legion there and set off to what he hoped would be a comfortable existence in Buenos Aires. It didn't last.

The Nazi community had deep roots in Argentina, but once President Juan Peron fell out of power they were scattered to the winds. Many fled to places like Paraguay and lived hand-to-mouth, one step ahead of the nazi hunters.

This seemed undignified to Heinrich, who instead moved to Portugal, and began hiring himself out on a short-term basis to whoever would pay him. He spent part of each year fighting in squalid third-world conflicts and the rest of the time stretching his pennies as far as he could, to avoid having to take another such job for as long as possible.

By the mid 1980s the mercenary wars in Africa had all but completely dried up and he was forced to hire himself out part-time to criminal organizations. The 1990s bought him some extra work in the former Yugoslavia, but they wanted him to do repellent things there and he tried to stay out of their clutches as much as he could.



The teenaged neo-Nazi supervillain team called Vernichtung 5 contacted him last year and asked if he'd consider joining. This sounded like an honorable cause to him, and they had enough money to keep him sleeping indoors, so he agreed. He now regrets taking the job.

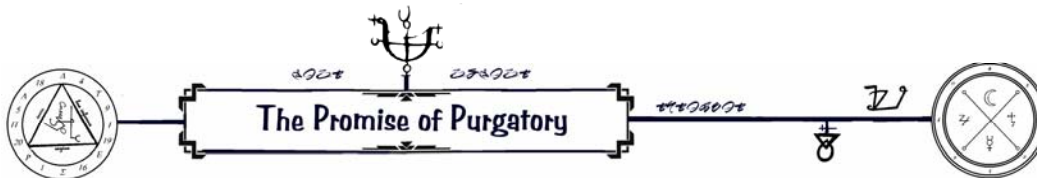
An actual Nazi, he was nonetheless shocked and horrified at how vicious, brutal and crazy Vernichtung 5 was. He always managed to maintain his psychological equilibrium by denying that the Nazi atrocities ever happened, but these kids actually seemed to revel in them—not even the Serbs did that. He found the team's enforcer, the crazed nuclear superman called Der Totenkopf, particularly horrifying, and is mortified to admit that he still has nightmares about the man.

It's against his cold and rigid code to betray an employer, but he ran away from Vernichtung 5 as fast as he could. The problem is, Professor Purgatory may not be much better. Blitzenhammer wanted to hire on with the biggest, baddest villain possible—someone more than capable of thrashing Der Totenkopf. He's made the right choice in that respect. Professor Purgatory would crush der Totenkopf into radioactive jelly if he ever came looking for

Blitzenhammer. Morally, the choice may have been little better, though the Professor is less given to outright mayhem.

Appearance and Demeanor: He looks like he's about thirty-five, or perhaps just a little older. His blonde hair has no gray in it at all, and he wears it considerably longer than he did in the 1940s. Grim, quiet, impassive and extremely Prussian, his stoical exterior never wavers, no matter how terrified or miserable he is feeling on the inside. He has little sense of humor.

Blitzenhammer sees Warpath as honorable and respects him despite the fact that he isn't of European descent. While Heinrich is a terrible snob, he's never been much of a bigot—something Warpath doesn't seem to understand. Warpath's hostility baffles and upsets him. Blitzenhammer regards Captain Kill-You as undisciplined and foolish, but likes his ferocity and is flattered by his eagerness to please. He once worked with an actual vampire during World War II and feels wary of Vampire Girl. She's been dropping hints that she knows secret things about the history and origins of his hammer, and while he senses that she's lying (and she is) it unnerves him all the same.



APPENDIX B: OTHER NPCS

THE BORDERERS



The Borderers are brutish humanoids native to a now-destroyed alternate universe; they were created to serve the more advanced ruling race of that universe, but they escaped their continuum's collapse into cosmic madness while their masters did not. The beings they served had constructed several dimension-spanning vehicles capable of traversing alternate worlds. The Borderers encountered in this adventure commandeered the smallest of these vehicles and used it to roam the nether-regions between the planes, scavenging and looting from other inter-dimensional travelers. Over time the planar ship's systems began to break down, and the Borderers lacked the skills necessary to make repairs. Their time seemed to be at an end.

Professor Purgatory discovered the Borderers and their foundering vessel on one of his explorations of the outer planes. Sensing their predicament, the Professor offered to restore the ship's systems in return for assuming control of the vessel. The Borderers readily agreed, so long as they were allowed to remain living on the ship, which Professor Purgatory rechristened *Paradise Delayed*. Professor Purgatory occasionally uses Borderer males as soldiers, while they continue to use the ship as a safe haven between their extra-dimensional raids. The women and children sometimes work as the Professor's servants, performing menial tasks. But for the most part the Borderers and the Professor simply co-inhabit the

Paradise Delayed. They feel no particular love for him. If they see superheroes break into the ship, they will try to defend their homes and possessions, but they won't bother to warn Professor Purgatory.

The Borderers resemble squat, stocky humans with blocky features; they have hairless bodies and pupil-less eyes. They range from dull grey to metallic blue in color. The Borderers were bred as laborers and servants, and their strength and stamina are slightly superhuman. Their bodies are not entirely organic in nature, and they must regularly consume rare metals and minerals to sustain themselves. Despite being rather dull-witted as a race, they are familiar with the technologies of their former masters, allowing them to use devices such as blasters and one-man flight platforms. They employ only the most basic tactics in combat and quickly fall back if they are outmatched. Female members of the race are smaller and sleeker of build, and are also slightly more intelligent. Females and children are strictly non-combatants; only male Borderers are warriors. The race as a whole is concerned only with the work necessary for survival and the simple pleasures of food, shelter, and reproduction.

The Borderers (Warrior Caste)

PL: 6

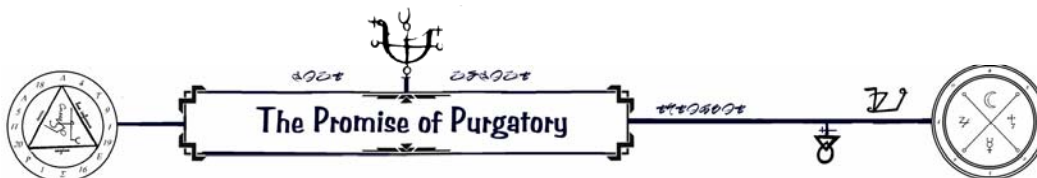
Str: 24 (+7) **Dex:** 10 (+0) **Con:** 24 (+7)
Int: 6 (-2) **Wis:** 8 (-1) **Cha:** 10 (+0)
Initiative: 0 **Attack Bonus:** 5 **Defense:** 5
Toughness Save: 5 **Fortitude Save:** 0
Reflexes Save: 0 **Willpower Save:** -1

Skills: Survival 12 (+11), Notice 11 (+10)

Feats: Chokehold, Endurance, Improved Grapple, Tracking

Powers: Device (Flying Platform [Flight 9]), Device (Blaster [Blast 6] or Vibronic Axe [Strike 6]), Super-Strength 1 (Maximum Lift: 2,800 pounds), Super-Senses (Low-Light Vision) 1

Complications: Completely unaware of how human society functions and not interested in learning



The Borderers (Experienced Warrior/Leader)

PL: 8

Str: 26 (+8) **Dex:** 12 (+1) **Con:** 24 (+7)
Int: 6 (-2) **Wis:** 10 (+0) **Cha:** 14 (+2)
Initiative: 1 **Attack Bonus:** 8 **Defense:** 8
Toughness Save: 7 **Fortitude Save:** 0
Reflexes Save: 1 **Willpower Save:** 0

Skills: Intimidate 4 (+6), Knowledge (tactics) 4 (+4), Survival 8 (+8), Notice 11 (+11)

Feats: Chokehold, Endurance, Improved Grapple, Leadership, Move-by Attack, Power Attack, Takedown Attack, Tracking

Powers: Device (Flying Platform [Flight 9]), Device (Blaster [Blast 6]), Super-Strength 1 (Maximum Lift: 2,800 pounds), Super-Senses (Low-Light Vision) 1

Complications: Completely unaware of how human society functions and not interested in learning

The Borderers (Women and Children)

PL: 3

Str: 20 (+5) **Dex:** 10 (+0) **Con:** 24 (+7)
Int: 8 (-1) **Wis:** 8 (-1) **Cha:** 10 (+0)
Initiative: 0 **Attack Bonus:** 3 **Defense:** 3
Toughness Save: 7 **Fortitude Save:** 7
Reflexes Save: 0 **Willpower Save:** -1

Skills: Profession (servant) 2 (+1), Survival 9 (+8), Notice 9 (+8)

Feats: Endurance, Improved Grapple

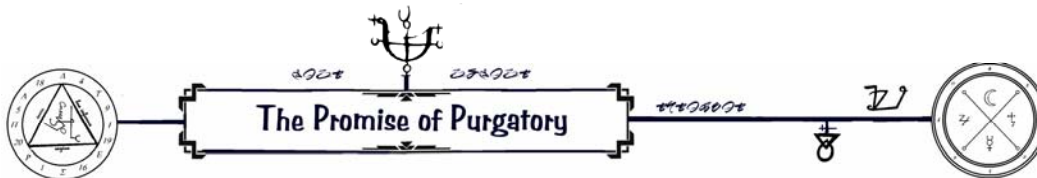
Powers: Super-Strength 1 (Maximum Lift: 1,600 pounds), Super-Senses (Low-Light Vision) 1

Complications: Completely unaware of how human society functions and not interested in learning

THE VORE DOGS



Perhaps the only living species native to The White are the Vore-Dogs. Though hailing from another far-flung plane originally, they have evolved over hundreds of generations since their arrival in this dimension. The body of a Vore-Dog is vaguely the size and shape of a mastiff. The beast is covered in metallic scales and each of the creature's six limbs ends in four wickedly barbed claws. The "head" of a Vore-Dog consists of a wide, gaping maw filled with crushing teeth, ringed by stalked sensory organs. Vore-Dogs are blind, but possess keen hearing and other, more esoteric senses unknown to humankind. Vore-Dogs are scavengers, capable of consuming both organic and inorganic matter, but will not refrain from attacking living prey. Semi-intelligent, they are normally vicious, aggressive pack animals, but can be broken and tamed so long as they are kept only in pairs. Professor Purgatory has trained a number of them to serve as "watchdogs" for his lair, simply because it amused him to do so. Despite being relatively bright, Vore-Dogs have typically bestial instincts; they reflexively recoil from flame and are vulnerable to high-frequency sounds, which cause them intense pain. Adult Vore-Dogs are PL 4, while immature specimens are PL 3.



The Vore Dogs (Adult)

PL: 4

Str: 18 (+4) **Dex:** 12 (+1) **Con:** 18 (+4)
Int: 4 (-3) **Wis:** 12 (+1) **Cha:** 14 (+2)
Initiative: 1 **Attack Bonus:** 4 **Defense:** 4
Toughness Save: 4 **Fortitude Save:** 4
Reflexes Save: 4 **Willpower Save:** 1

Skills: Notice 4 (+5), Stealth 4 (+5),
Survival 4 (+5)

Feats: Fast Overrun, Improved Grab, Sneak
Attack, Tracking

Powers: Additional Limbs 2, Speed 2, Strike
3 (Bite Attack), Super-Senses 10 (Accurate
Scent, Acute Scent, Blindsight [Power Feat:
Dimensional], Detect Life Energies, Tracking
[With weird other senses] 1)

Drawbacks: Disabled, has no hands, can't
use tools -5pts

The Vore Dogs (Immature)

PL: 3

Str: 16 (+3) **Dex:** 10 (+0) **Con:** 16 (+3)
Int: 4 (-3) **Wis:** 10 (+0) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus:** 3 **Defense:** 3
Toughness Save: 3 **Fortitude Save:** 4
Reflexes Save: 3 **Willpower Save:** 1

Skills: Notice 4 (+4), Survival 4 (+4)

Feats: Fast Overrun, Improved Grab, Sneak
Attack, Tracking

Powers: Additional Limbs 2, Speed 3, Strike
2 (Bite Attack), Super-Senses 10 (Accurate
Scent, Acute Scent, Blindsight [Power Feat:
Dimensional], Detect Life Energies, Tracking
[With weird other senses] 1)

Cyrus Noir

Widely suspected to have been the
famed occult crime-fighter called the Arcane
Avenger, Mr. Black vanished about eight
years ago. Some observers have noted that
he disappeared about six months before the
Hex-Men raided the city museum and stole
his collection of occult artifacts. Did the
Hex-Men do away with him prior to stealing
his things? Was he somehow behind the
theft himself? No one knows. Nor are the
PCs going to find out—at least in this
scenario.

Most heroes remember the Arcane
Avenger as a shadowy, mysterious figure

who seldom worked with others and always
seemed to have his own agenda. He didn't
bother with foiling bank robberies or
cracking down on street crime. He was
more the kind of superhero you might go to
if the Holy Grail was missing or Thor's
hammer had fallen into the wrong hands.
The Arcane Avenger dealt with threats that
most superheroes never even knew about,
and he wasted little time on trying to explain
them to his crime-fighting brethren. But
most of his fellow heroes respected him and
trusted his opinions, nonetheless. While he
spoke little and explained less, he could
always be counted on in a crisis. None of
the PCs have ever met him in person, so
none of them have had a chance to form
their own opinions.

Whoever and whatever he really
was, the Arcane Avenger wasn't immortal.
He retired some years ago when his age and
a host of old injuries began to slow him
down too much on his adventures. Or so
everyone speculates.

Cyrus Noir will not appear in the
Promise of Purgatory. He is not one of the
captives aboard the Paradise Delayed. His
fate remains a mystery, like so much else
about him.

Axel Noir

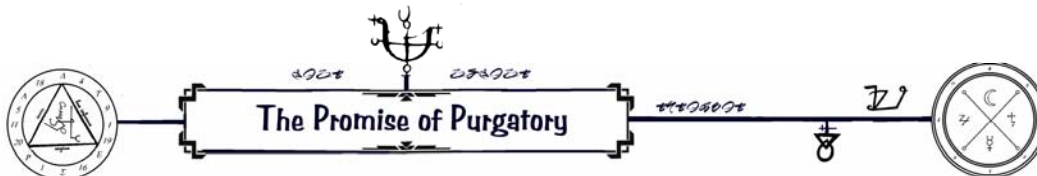
PL: 7

Str: 12 (+1) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 14 (+2) **Wis:** 14 (+2) **Cha:** 16 (+3)
Initiative: 1 **Attack Bonus:** 3 **Defense:** 4
Toughness Save: 1 **Fortitude Save:** 1
Reflexes Save: 1 **Willpower Save:** 2

Skills: Bluff 6 (+9), Computers 2 (+4),
Diplomacy 4 (+7) Drive 4 (+5), Gather
Information 4 (+7), Knowledge (arcane lore)
4 (+7), Knowledge (popular culture) 8
(+10), Notice 8 (+10), Profession (investor)
8 (+10), Sense Motive 8 (+10)

Feats: Artificier, Connected, Contacts (in
spirit world), Ritualist

Powers: Astral Form 9 (Power Feats:
Dimensional 3, his astral form can move to
any dimension in your campaign setting),
Communicate 2 (Power Feat: Dimensional;
Flaw: Only works on innately supernatural



beings), Mind Shield 4, Summon 10 (Flaw: Attitude of summoned entities is Indifferent), Super-Senses 3 (Awareness of Magical Powers, Detect Magic, Detect Magically Invisible entities), Telepathy 10 (Power Feat: Dimensional; Flaw: Only works on innately supernatural beings)

Background: Cyrus Noir's nephew, and his only surviving relative. Axel is a formidable occult scholar in his own right, although he never approached his uncle's level of power.

He also lacks his uncle's sense of compassion and love of justice. Instead of using his power to protect mankind, he would like to get rich and have nice things. Axel isn't a supervillain, mind you, he's just a yuppie.

An ambitious young professional with a lot of money to invest, he dabbles in various business projects and studies the occult on the side. He's good looking, shallow and very driven to succeed. He practices Tae Bo, Tai Chi and anything else that is athletic and fashionable. He drives a Lexus and he wears whatever young professionals are supposed to this year.

He's used to getting the better end of any deal, whether with the spirits or his human business partners. This will not serve him well when he's dealing with Professor Purgatory.

While Axel knows quite a bit about the occult world, and is certainly aware that his uncle was a sorcerer, he was never privy to the old man's deepest secrets. Cyrus loved his nephew in a distant kind of way, but he knew him well enough to not entirely trust him. Axel doesn't even know whether or not the old man was really the Arcane Avenger (although like everyone else, he suspects it). He has no idea where Cyrus Black went, or what became of him.

Despite his dubious feelings about Axel, Cyrus did think he could be entrusted with one of his relics. It was a sort of asymmetrical, weirdly cut gem. Axel was never able to figure out how to use it, so he locked it away in what he thought was a safe place.

Axel doesn't have a lot of ethical scruples, but he's not a killer or a thief. Insider trading is about as ruthless as he's prepared to be. All in all, he is a perfect match for his wife, the lovely Jamie Becker.

Jamie Becker

PL: 6

Str: 8 (-1) **Dex:** 14 (+2) **Con:** 10 (+0) **Int:** 16 (+3) **Wis:** 12 (+1) **Cha:** 16 (+3)
Initiative: 2 **Attack Bonus:** 3 **Defense:** 4
Toughness Save: 0 **Fortitude Save:** 0
Reflexes Save: 2 **Willpower Save:** 1

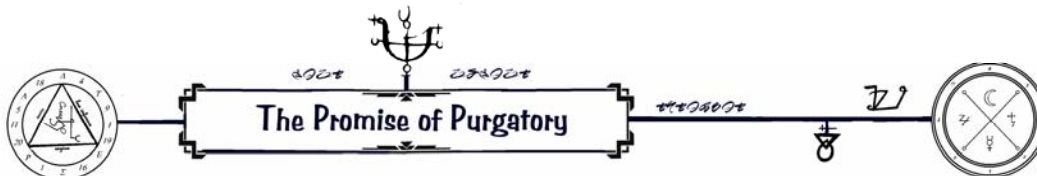
Skills: Bluff 6 (+9), Diplomacy 6 (+9) Drive 3 (+5), Gather Information 3 (+6), Knowledge (arcane lore) 5 (+9), Knowledge (popular culture) 6 (+9), Notice 8 (+9), Profession (banker) 7 (+10), Sense Motive 8 (+9)

Feats: Attractive, Connected, Contacts (in spirit world), Ritualist

Powers: Astral Form 9 (Power Feats: Dimensional 3, her astral form can move to any dimension in your campaign setting), Communicate 2 (Power Feat: Dimensional; Flaw: Only works on innately supernatural beings), Mind Shield 3, Summon 8 (Flaw: Attitude of summoned entities is Indifferent), Super-Senses 2 (Detect Magic, Detect Magically Invisible Beings), Telepathy 7 (Power Feat: Dimensional; Flaw: Only works on innately supernatural beings)

Background: Driven, ambitious, a little bit callous, a little bit ruthless, Jamie Becker is the living stereotype of a yuppie sorceress. Spirits constantly complain that she drives too hard a bargain and so do her human business partners.

A little more unscrupulous than her husband, Jamie didn't inherit her wealth the way he did and has had to struggle harder for it. While she can be unethical in her business dealings, she's not really a bad person—she's never killed anyone, never stolen anything outright, never thrown a punch in anger. Jamie is aware that she's pretty, and isn't afraid to use it -- her looks are one more weapon in her arsenal. Her interests include having money, acquiring



money, having power, acquiring power, showing off her money and power and shopping (although she seldom has time to do very much of it). She wears whatever all the other successful young women are wearing at the office, but she wears it better. Her dress size is a 2, and she's good at working this fact into the conversation. No supervillain, Jamie is completely out of her depth in dealing with Professor Purgatory and is likely to make fatal errors.

If she gets reduced to a grotesque, shambling monstrosity in the Transcendence Chamber, Jamie will be utterly horrified and desperate, but she will still have her wits about her and will still be looking for an angle. Her first priority will be to have her looks restored, her second priority will be rescuing Axel, and her third will be her own escape. She does love Axel, as much as she can love anyone, and she does put his physical safety above her own. Just not above her vanity.

Vernichtung 5



We mention Vernichtung 5 more than once in this text. Fortunately for everyone, including the GM, they will not appear in this adventure, so you don't have to worry about keeping track of their stats and personalities. In case the PCs have heard of them, use the description below.

They're a bloodthirsty group of teenaged German neo-Nazis with

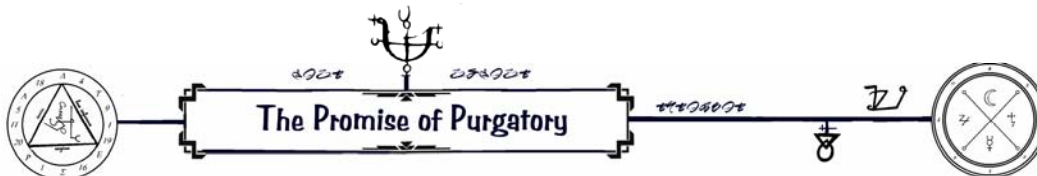
superhuman powers, led by a cruel, charismatic young teleporter who dresses like a goth and calls himself "The Moebius Man." Extremely vicious but relatively low-powered, they average from PL 7-10, and until recently they weren't much of a threat to world security. Then they discovered a secret containment facility outside of Wurms, and unwittingly broke Der Totenkopf out of his imprisonment. Der Totenkopf is a genuine menace, a PL 13 atomic superman, but he's much too crazy to lead anything or make any long-term plans, so he tags along as the team's enforcer, doing what the Moebius Man says when he's sane enough to understand it.

Vernichtung 5 hired Blitzenhammer once their criminal career took off. He soon left, horrified at their twisted, murderous savagery. They might be on his trail and they might not be, but in any case they won't show up in this adventure. For more information on Vernichtung 5, the Moebius Man and Der Totenkopf, see the supervillain collection "The Bad Guys," from Plain Brown Wrapper Games.

If you don't want to make Vernichtung 5 a part of your campaign background, then change Blitzenhammer's back-story a little. Instead of falling in with a gang of super-skinheads, he was hired by a cabal of doddering, ancient ex-Nazis called der Spinner ("the Spider") and was shocked and appalled by the things they wanted him to do. Or, substitute the Nazi supervillain of your choice. Just make sure that whoever they are, they're less scrupulous than Blitzenhammer, so that he can be disgusted by them

The Saturday Man

There are worse things out there than Vernichtung 5. The Saturday Man is the god of murder, or something close enough. He talks like a 1970s blackploitation film and buys souls at discount rates. He lurks outside out reality, causing havoc and woe through agents like Kaptain Kill-You. Unless of course the Kaptain has merely imagined him, all along.



THINGS IN THE BASEMENT

Who knows what kind of unsavory secrets Professor Purgatory keeps in his lair? Here are a couple of failed experiments from previous phases of his work. At the GM's option, you might find them strapped to a table in a dissection chamber, locked in a cage marked "DO NOT OPEN!!" or even just roving the halls on the lower levels and wreaking havoc on anyone who gets too close. Remember that these are just intended as examples. There could be all kinds of stuff like this lurking in the shadows of the Paradise Delayed.

THE RAGE ANGELS



Str: 20 (+5) **Dex:** 20 (+5)
Con: 18/24 (+4/+7) **Int:** 6 (-4) **Wis:** 18 (+4) **Cha:** 16 (+3) **Initiative:** 9
Attack Bonus: 10 **Defense:** 10
Toughness Save: 7 (10 if they use a Defensive Roll) **Fortitude Save:** 7
Reflexes Save: 5 **Willpower Save:** 4

Skills: Acrobatics +10 (+15), Escape Artist 5 (+10), Intimidate 5 (+8), Notice 9 (+13), Performance 1 (+4), Survival 10 (+13)
Feats: All-Out Attack, Evasion +2, Defensive Roll +3, Distract (Works with the skill Intimidate), Fast Overrun, Improved

Grab, Improved Grapple, Improved Initiative, Improved Overrun, Move-by Action, Power Attack, Rage, Sneak Attack, Tracking

Powers: Enhanced Constitution 6, Flight 5 (Maximum Speed 250 MPH), Immunity 3 (Aging, Disease, Poison), Regeneration 12 (+9 to Constitution Checks to recover from damage, takes only one minute to recover from being Injured), Strike 5 (Claws; Power Feat: Mighty), Strike 9 (Blazing Magical Aura; Extra: Aura), Super-Senses 1 (Low-Light Vision)

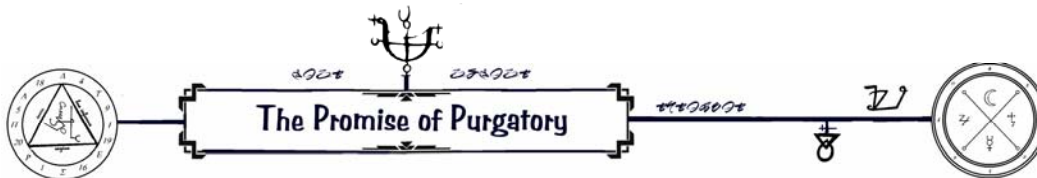
Complications: Incapable of complex thought, can't resist impulses, can't surrender or negotiate.

Drawback: Effectively mute, can't use language to do anything but threaten or express dismay -1pt

Background: These two filthy, feral winged creatures were once Megan and Taylor, slightly past-their-prime adult film actresses who were working together in a mid-level strip club known as "Good Vibrations", in Los Angeles in 1978. The two women were unlucky enough to be on stage the night when Professor Purgatory paid a visit to the club, slaughtering the patrons and razing the establishment to the ground. Megan and Taylor were among the few survivors, and unfortunately their unconscious bodies were lying right in the Professor's exit path.

He decided he would make it his mission to "rehabilitate" the women, and took them back to his headquarters (at that time located in a remote Mexican valley). It was his intention to turn these two sinful specimens into near-angelic beings, fit companions and servants for a divine agent such as himself.

Over the next five years Megan and Taylor were subjected to an array of mind-bending drugs, painful occult operations, and terrible incantations designed to smash their bodies and personalities and then rebuild them from the ground up.



The sad result was the Rage Angels, monsters that were absolutely beautiful in body but utterly cruel and vicious in mind and spirit. Their intellects devolved to the point where they were barely capable of speech, and were concerned only with fulfilling their basest desires. They constantly thrashed against their bonds and scabbled at the air with their claws.

The Professor found these results disappointing but believed the pair was still a work in progress. He penned them up and has studied their cases off and on in the years since. He moved them to the Paradise Delayed with his other belongings, but about two years ago one of the Borderer matrons assigned to their care grew absent-minded—Megan and Taylor escaped their cage, slew their handler, and fled to the bowels of the ship, scavenging for food in the cargo bays and feasting on the occasional Borderer or Vore-Dog (though they find the taste vile). They would much prefer the flesh of warm blooded, softer-bodied creatures—humans for example.

The Rage Angels live in fear of being recaptured by the Professor. He of course has been preoccupied in the recent past by his quest for the Transcendence Chamber, but eventually will get around to hunting them down.

Appearance and Demeanor: The Rage Angels will actively hunt down and attack anything they perceive as prey (nearly anything that they believe they could eat); they will fly at top speed at their targets and slash away with their wicked talons until whatever it is they are attacking stops moving. Against especially tough opponents they will attempt to grapple their prey and if successful will then activate their mystic auras, burning their foes with arcane energies. Please note that they can use *either* their claws or their auras against an opponent in close combat—not both at once.

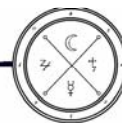
They still understand English (and a lot of the Borderer language) and can grunt a few words, just enough to hurl epithets and insults at the PCs, but they are basically animals, and will not negotiate or parlay

under any circumstances. If captured or held at bay, they will adopt grotesque postures, mockeries of their former profession.

Both Rage Angels are undeniably lovely of face and form, with glistening golden skin and magnificent white wings, but they are smeared with dirt, blood and filth. They are near-naked, wearing only the tattered remnants of their white robes.



The Promise of Purgatory



REGIMENT

(the former one-man army)



Real Name: Wu Feng-Chou

PL: 14

Str: 14 (+2)/ 38(+14) **Dex:** 12 (+1) **Con:** 14 (+2)/ 38(+14) **Int:** 14 (+2) **Wis:** 16 (+3) **Cha:** 20 (+5) **Initiative:** 1
Attack Bonus: 12 **Defense:** 12
Toughness Save: 14 **Fortitude Save:** 14
Reflexes Save: 1 **Willpower Save:** 3

Skills: Concentration 5 (+8), Craft (Electronics) 5 (+7), Intimidate 10 (+15), Notice 5 (+8), Search 8 (+10), Stealth 5 (+6), Survival 5 (+8)

Feats: Fearsome Presence 5, Improved Grapple, Power Attack, Sneak Attack, Tracking

Powers: Additional Limbs 8, Anatomic Separation 10 (Extra: Variable Split), Enhanced Strength 24, Enhanced Constitution 24, Immunity 8 (Immune to Bullets, Disease, Suffocation), Insubstantial 1 (Can flow through confined spaces, can't be held in manacles), Regeneration 28 (+12 to Constitution Checks to recover from damage, makes rolls to recover from being Injured, Staggered or Disabled once per round).

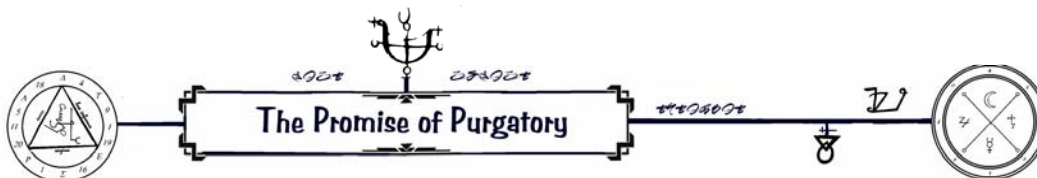
Drawbacks: Disabled (hard of hearing, fails all auditory Notice checks automatically) -1pt

Background: The man-monster that the heroes may encounter in the Navigation or Transportation Deck, tearing apart circuit boards and struggling to put together some sort of electronic device was once the pride of the Red Chinese super-soldier ranks. A product of the Communist Chinese government's 1980s push to create battalions of paranormally powered soldiers, Regiment (an approximate English translation of his Chinese code-name) was a clone, flash grown from the genes of an elite infantryman that had been spliced with superhuman traits from numerous mutant embryos. Artificially aged to adult in months, he was thoroughly indoctrinated in Marxist ideology and conditioned for absolute loyalty.

Regiment was the most powerful of the super-soldiers sent against Professor Purgatory in 1983; he was thought to have perished along with his fellow Sino-Supermen in the battle. He was, in fact, his team's sole survivor, though he was left comatose by his injuries. The Professor had observed Regiment's power to create squads of duplicates and found it quite interesting. After the conflict was over he decided to take the young man's inert body back to the Paradise Delayed for use in his medical experiments-and Regiment has been on a slab in the laboratory, undergoing various procedures since that time.

Three days before the PCs arrival on the Paradise Delayed, Regiment suddenly woke up from his coma. He vanished from the laboratory and has been at large in the ship since then, exploring his surroundings and trying to formulate a means of contacting his government masters. He has no real clue as to his whereabouts, or that twenty years have passed.

Appearance and Demeanor: Regiment is now a lumbering pile of bone, muscle, and puttylike flesh, with a surplus of eyes, mouths, and limbs. He is dressed in rags and surgical bandages. Professor Purgatory broke one too many DNA strands in his



experiments upon the poor man. Regiment can no longer create duplicates of himself, but he is still superhumanly strong and resistant to injury. His unstable cellular structure heals with unnatural speed. He can actually break off segments of his body and command them to operate independently, and he can even reduce his molecular density to the point where his body flows like liquid—a goopy, oozing flesh-like liquid. He is still an intelligent being, but his mind is clouded—he does not comprehend how much time has passed or the exact nature of his ship he is on. He is focused on one thought—scouring together enough in the way of electronic components to build some sort of transmitter. He hopes to contact his government so they can send a rescue team to come collect him. He is intent on this mission, and will ignore any attempts to engage him in any sort of conversation (problematic in any event, as his English is poor at best and the battle that rendered him comatose also damaged his hearing); interference with his attempt to construct a transmitter will provoke an attack, though he will not chase the PCs if they break off combat. He is a formidable foe, as his accelerated metabolism makes him difficult to hurt and his ability to split parts of himself off allows him to fight multiple opponents at once. If he is badly hurt he will change over to his “ooze” and attempt to escape.

Professor Purgatory is curious about Regiment’s sudden return to consciousness, and has ordered his Borderer guards to search for the creature, but the former super-soldier’s powers make him difficult to capture (the Professor could do it within a few moments, but does not deign to sully his hands).

Sicko—a Clown Reborn!



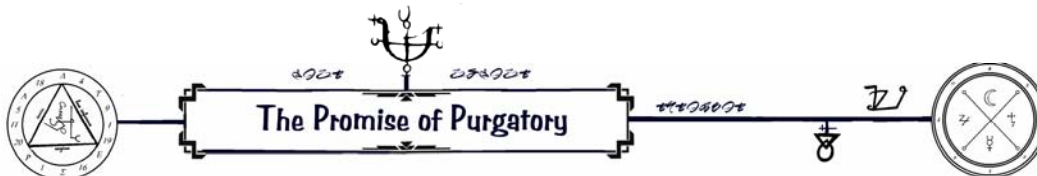
We’re really sorry about this, but here are some stats for Sicko, after Professor Purgatory’s Transcendence Chamber goes haywire and turns him into something far, far more than any mere mortal clown. Only use this character if the PCs have failed miserably and you need to bail them out with Deus ex Machina #3 (on Page 95).

Real Name: Wendell “Butch” Blutarski
PL: 15

Str: 40 (+15)/ 20 (+5) **Dex:** 20 (+5)
Con: 40 (+15)/ 20 (+5) **Int:** 14 (+2) **Wis:** 20 (+5) **Cha:** 20 (+5) **Initiative:** 5
Attack Bonus: 15 **Defense:** 15
Toughness Save: 15 (Impervious)
Fortitude Save: 20 **Reflexes Save:** 5
Willpower Save: 20

Skills: Bluff 5 (+10) Craft (Chemical) 10 (+12), Craft (Mechanical) 5 (+7), Intimidate 5 (+10), Performance 5 (+10), Profession (Clown) 1 (+6), Sleight of Hand 5 (+10), Stealth 10 (+15)

Feats: All-Out Attack, Distract, Evasion +2, Fearsome Appearance, Improved Trip, Inspire, Inventor, Move-By Action, Power Attack, Startle, Stunning Attack, Surprise Attack, Takedown Attack, Taunt



Powers: Enhanced Strength 20, Enhanced Constitution 20, Immunity 5 (to disease, poison, pressure and all forms of suffocation), Impervious Toughness 15, Leaping 5, Nauseate 10 (Sicko cracks a revolting joke or cuts a fart of exceptional vileness, Extra: Range 30 feet), Regeneration 25 (Makes Recovery Checks for being Bruised, Unconscious, Injured, Staggered or Disabled once per round, with no need for rest, recovers a point of Ability Damage once per round with no need to rest), Sensory Shield +7, Super-Senses 2 (Darkvision)

Equipment: Sicko is normally equipped with revolting pies, "Stanky Bombs," his Dubious Clown Van and yet less savory things, but he does not have any of them with him in this encounter.

Complications: Depraved, self-loathing misfit clown; won't hurt innocent bystanders.

Background: While he's unlikely to play much of a direct role in the adventure, if you need some background information on Sicko, here it is.

A wretched, drunken, glue-sniffing clown. He's an alienated, unhappy deviate who steals women's underwear, wallowing in his perversity with frantic glee. Sicko commits weird, kinky and outrageous crimes for the sheer twisted hell of it, and to get attention. He loves attention, especially the negative kind.

Sicko adores being a villain, a weirdo pervert freak, and plays it up at every opportunity. Yet he's much too self-conscious and theatrical to ever let his act get totally out of control. He won't hit superheroes with lethal force, and if he beats one he will always come up with an excuse to put them in some ridiculous, humiliating but easily escaped death-trap rather than execute them on the spot. Even when drunk he would never willingly let an innocent come to harm. He is deeply ashamed of this fact and tries hard to conceal it.

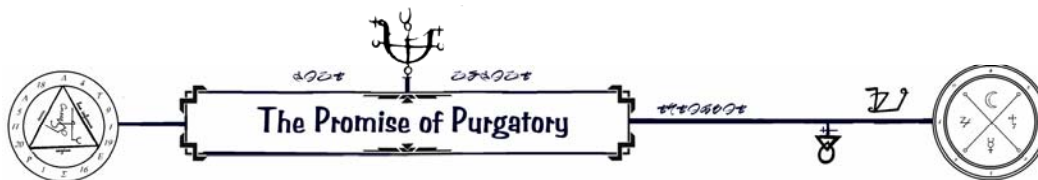
For while he's great at playing the role of a sinister perverted clown, under his makeup he's kind of a fraud. He gets no

kick from hurting people—he just likes shocking them. The thrill he gets from stealing panties is chiefly that it's filthy and wrong. He gets hardly any joy out of wearing them, unless of course someone catches him in the act.

If confronted with the fact that he isn't nearly as evil as he pretends to be, Sicko will rave and protest and make outrageous claims about what a revolting degenerate he is ("No! No! I eat three kittens before breakfast! I invented th' Teletubbies! I had intimate carnal relations with Walt Disney's pickled brain!").

His early history is too sordid and shameful to detail here. When asked about his childhood, he grows maudlin and sobs. He grows especially sentimental around Christmas, and can be heard to say things like: "It's funny how poor kids izz often naughty, in Santa's book, but rich kids izz always nice. Juss like my old clown Mama always used to say 'Sicko' she'd say, 'get me my @\$%&*! Marlboros ya little creep!', which always reminds me of th' spirit a th' seezun..."

Appearance and Demeanor: Ugh! The less said, the better.



APPENDIX C: BEEFING UP THE MOTLEY CREW

The GM is free to add to the team, or to replace any of the villains to better suit the campaign. Good candidates for membership (with minor tweaking) include the Unicorn, Wolf-Dog (both from *Bad Guys*), and/or Joe Postal (from *13 Shades of Darkness*). See below for some sample characters. Any villains selected should be at least vaguely mystic, and should possess a few redeeming qualities. The Professor believes himself to be a moral being, an earthbound Angel actually, and will not employ completely amoral or irredeemable villains as his underlings.

The GM should consider the roles any additional villains added will play on the team. In the case of the aforementioned villains for example, The Unicorn would serve as the team psychic, using her illusion-casting to distract the Motley Crew's opponents in combat. Joe Postal and Wolf-Dog would serve as additional hand-to-hand fighters, with Wolf Dog acting as an additional team scout as well, almost becoming Warpath's "pet". The Game Master should take care not to put villains on the team that add nothing in terms of skills/powers, or that present challenges the heroes cannot meet (a mind-controlling villain against a group where no hero has any mental defenses). Each villain should have a logical reason for being on the team. For example, if the bludgeon-wielding Joe Postal is included in the adventure the Professor would promise to reunite him happily with his family—by forcibly brainwashing Joe's wife and children if necessary.

If the GM decides to add some of the villains we suggested above to the Motley crew, the following applies: Joe Postal (whom Professor Purgatory refers to as "Gawain", after the vengeful mystic knight) initially hangs back in combat, waiting for cues from Warpath or Blitzenhammer as to which opponent he should attack. If he gets hurt he'll go totally

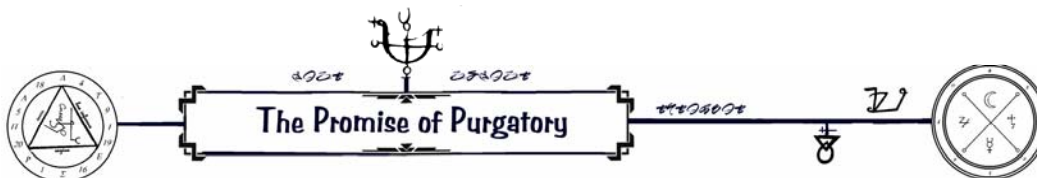
berserk and will need to be dragged into retreating or switching opponents—Joe has an "anger management" problem.

Joe will not relate terribly well to anyone else on the team—he is a real loner. Warpath will always be on the edge of attacking Joe, as Joe was seeking vengeance on his own wife and children before Professor Purgatory recruited him. Warpath doesn't like people who threaten children. Purgatory has vowed to reunite Joe with his family peacefully—even if the Professor has to "adjust" his wife and children's minds to do so.

Wolf-Dog is well-liked by Captain Kill-You and Warpath—both of them appreciate the young lycanthrope's unfailing loyalty and cheerfulness. Warpath has a particular bond with him, feeling that they share a connection with the world of the wild. Wolf-Dog accompanies the team leader like everywhere like a faithful dog. Blitzenhammer alternatively treats the uncouth werewolf like a dumb beast or poor white trash -- the Prussian is thankful for the creature's loyalty, but that's as far as it goes. Vampire Girl taunts Wolf-Dog endlessly, and abuses his innocent nature. Professor Purgatory has promised to return Wolf-Dog to the boy's arctic tribe.

The Unicorn is (correctly) thought of as unstable and unreliable by all the others—and Vampire Girl actively dislikes the tortured young woman, whispering terrible (and untrue) secrets into Unicorn's ear when she thinks no one is looking. Blitzenhammer is fond of the girl, as she reminds him of his late niece Gerta, a sweet girl who suffered from schizophrenia. She has been promised that she will be given full control over her powers—and her thoughts.

An alternative to including more villains would simply be to raise the PL of the individual villains involved. The GM could also assume relations between the group are much better than described, allowing the Motley Crew to have a series of



pre-set maneuvers and coordinated tactics that better enable them to take on tougher hero teams.

If you'd like to make the Motley Crew a more efficient team, assume the following: Blitzenhammer has succeeded in impressing upon Warpath that he is not a Nazi, and bears no prejudice against the team leader's race. The two have learned to work well together, using Blitzenhammer's long-range lightning blast and Warpath's close combat abilities for hit-and-run two-man combos in combat. Vampire Girl is genuinely interested in finding out her origins, and has temporarily overcome her narcissism—she now works side-by-side with her teammates effectively, with only occasional complaints. Captain Kill-You's role is basically unchanged, and he remains a loyal foot soldier.

What About *Really* Powerful Hero Teams?

Promise of Purgatory is designed for average heroes, if there is such a thing. As stated above, we've assumed that your PCs are PL 10-11. You can easily modify it for a higher level group. Just replace the PL 10 villains (Captain Kill-You, Vampire Girl and Blitzenhammer) with mightier foes. If you're using other materials from Plain Brown Wrapper Games, we can even suggest a few. A Motley Crew designed to match up with a mid-level (PL 12-15) group could include Dr. Scorch (Professor Purgatory has promised a cure for his pyromania), the 50,000 Volt Phantom (the Professor has offered to restore his physical appearance), and a new wielder of the Hand of Pain and Glory (an over-zealous moral crusader who shares the Professor's philosophy). All three of these villains are detailed in the book "13 Shades of Darkness."

If you are putting together a villain team for a really high-level group (PL 16) it is likely best for the GM to use existing villains from the individual campaign or design new ones. Such powerful villains

should have very good reasons for following Professor Purgatory's banner, and their coalescence as a team could have long-term repercussions for the campaign.

When adjusting for a higher PL team, make certain to advance Professor Purgatory and Warpath's Power Levels as well -- the Professor should remain 5 to 7 PLs higher than the average of the PC team, and Warpath should still be 2-3 PLs higher. Increase the numbers of the minions (Borderers and Vore-Dogs) as well.

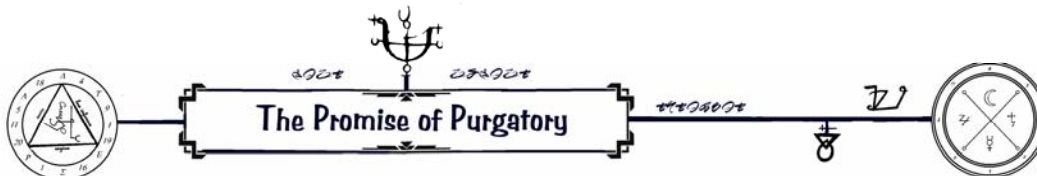
ALTERNATE TEAM MEMBERS FOR THE MOTLEY CREW; PART ONE

WOLF-DOG



Real Name: Lionel Fenric
PL: 10

"Wolf-Dog he the dog-dog! He steams you like iron! He hang you like laundry! He conquer the world and ask



for more jam! 'Cause dey call him Wolf-Dog!"

Str: 24 (+7)/14 (+2) **Dex:** 22 (+6)/16 (+3)
Con: 30 (+10)/ 18 (+4) **Int:** 10 (+0)
Wis: 10 (+0) **Cha:** 8 (-1)
Initiative: 10 **Attack Bonus:** 8
Defense: 12 (+8 Flatfooted) **Toughness**
Save: 10 **Fortitude Save:** 6 **Reflexes**
Save: 9 **Willpower Save:** 0

Skills: Acrobatics 9 (+12), Climb 9 (+12), Notice 8 (+8), Stealth 9 (+12), Survival 9 (+9)

Feats: All-Out Attack, Diehard, Dodge Focus 4, Improved Initiative, Improved Grab, Improved Grapple, Improved Pin, Instant Up, Quick Change, Sneak Attack, Takedown Attack, Tracking

Powers: Enhanced Constitution 12, Enhanced Dexterity 6, Enhanced Strength 14, Leaping 8, Regeneration 26 (+10 to Constitution Checks to recover from damage, makes rolls to recover from being Injured, Staggered or Disabled once per round), Strike 3, Super-Senses 5 (Acute Sense of Smell, Low-Light Vision, Scent, Tracking [by scent], Ultra-Hearing)

Complications: Foolishly loyal, even when it is severely to his disadvantage.

Drawbacks: Moderate Vulnerability (Saving Throw DC increased by a factor of 1.5) to all types of Dazzle attacks -3 pts.

Background: A crazy little werewolf with a bad haircut, Wolf-Dog is a bit of a redneck, a bit of a stoner and a bit of a punk. He's from somewhere in far northern Quebec or maybe Labrador (he says it's Quebec but his native language is English, which makes that seem unlikely). Wherever he's from, it's somewhere cold, distant and isolated, where people still think his hairdo looks tough instead of stupid.

Somehow he got stranded in Texas, a place he didn't like or understand at all, and he's desperate to go home to his hairy werewolf family in the frozen North. Alas, he's too ignorant to find Labrador (or Texas) on a map, and he doesn't have the skills to earn the money for a trip home, even if he knew where home was.

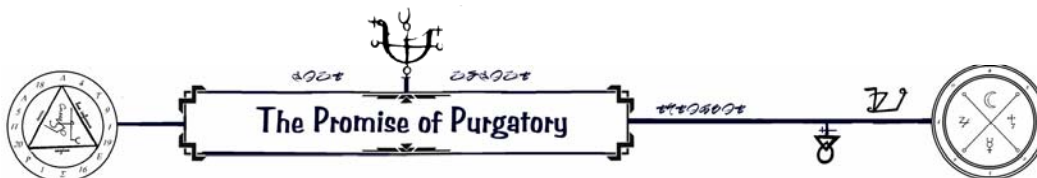
To support himself and his quest he steals, and this will soon get him into worse trouble. He loves beer and pot and is constantly tempted to waste his money on them instead of saving it up for a bus ticket, so he has to go steal more. He hasn't killed anyone yet, but he could at any time.

Personality and Demeanor: Wolf-Dog is wild and enthusiastic, outrageous and manic. An incorrigible delinquent, he commits acts of vandalism and property destruction for no reason, sometimes in the middle of committing other crimes. He loves fighting, and brags and howls and shows off in combat. His soliloquies often make no sense, but they're usually fun to listen to even though his constant boasting and habit of referring to himself in the third person ("*dey call him Wolf-Dog!*") gets on some people's nerves. Although he wants people to think he's hip, Wolf-Dog knows little about city life and it shows.

He acts like a dog even when he's in human form, and has all kinds of odd/gross doglike mannerisms. Like any dog he's distractible and loves attention. He's quick to challenge a potential foe, but when he loses he doesn't hold a grudge. If a superhero beats him up but doesn't injure him too badly, he'll become fawningly eager to impress them, like a wolf who has been humbled by another member of the pack.

If however they use excessive force on him, break his bones, put him in the hospital, or savagely humiliate him with fear attacks or mind-control, he may turn vicious and start killing people casually. If this happens he won't bother hunting the hero who wounded him, but he will react with brutal lethality if he happens to encounter that hero again.

How he came to find himself in Texas remains a mystery. He isn't very articulate, but if questioned patiently he can explain that he was running in the woods, that someone shot him with a tranquilizer dart, that he woke up once on what he thinks was a plane and again in the back of a truck. He smashed his way out of the truck and found himself stumbling down a freeway in the middle of Houston.



What kind of villain Wolf-Dog evolves into depends largely on how the PCs treat him. He could stay a happy-go-lucky loudmouth or become a homicidal menace.

It's easy to recruit Wolf-Dog onto a team. Just beat him in combat and give him some positive attention, and he'll react with slavish doglike loyalty (until he sees you get beaten in a fight or he finds a way home). He trusts easily and naively and if he is betrayed he will react with bewilderment rather than rage—at least the first time it happens.

The Unicorn



Real Name: April Pfeffner
PL: 10

"Please, you have to stop hating one another before I do something awful!"

Str: 8 (-1) **Dex:** 12 (+1) **Con:** 14 (+2)
Int: 14 (+2) **Wis:** 8 (-1) **Cha:** 20 (+5)

Initiative: 1 **Attack Bonus:** 5 **Defense:** 5
Toughness Save: 2 **Fortitude Save:** 6
Reflexes Save: 6 **Willpower Save:** -1

Skills: Bluff 8 (+13), Intimidate 10 (+15), Perform (Public Speaker) 10 (+15)

Feats: Attractive, Fascinate

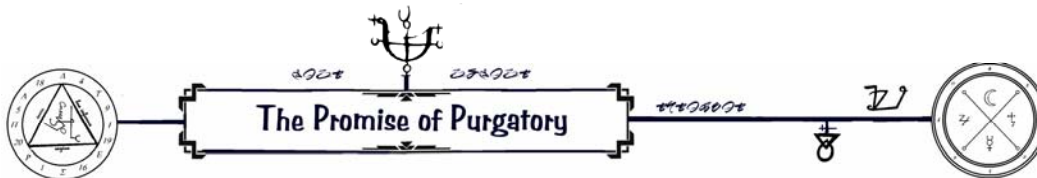
Powers: Deflect 10 (All Ranged Attacks; Flaw: The Unicorn isn't really deflecting the attack--she's using her telepathy to make it hard for the attacker to aim straight at her. This effect does not, therefore, work on Constructs, attackers with more than 10 pts of Mind Shield, attacks with the Power Feat "Homing", Area attacks or on any attacks launched from outside the maximum range of her Mind Control), Illusions 11 (Affects all sense types; Power Feat: Progression 6; Flaw: Phantasm, can only be perceived by creatures with at least 1 point of Intelligence, won't appear on film or video) Mind Control 12 (Extra: Area; Power Feats: Alternate Powers [Fatigue with the Extra: Range, Nauseate with the Extra "Range", Paralyze with the Extra "Range", Stun with the Extra "Range"]), Mind Shield 12, Super-Senses 1 (Detect Bad Thoughts), Telepathy 10

Complications: Desperate to make the whole world join hands and sing songs of peace and brotherhood.

Background: A tormented psychic who has great difficulty shutting out the thoughts of others. Negative thoughts cause her terrible pain and unhappiness and this has made her irrationally obsessed with stamping them out. The Unicorn wants everyone to be nice, to treat one another decently, to be happy and above all to think no bad thoughts. She's a powerful enough telepath to force them if they refuse.

Not blessed with any sense of restraint or practicality, she causes havoc in public, projecting images of butterflies, winged horses and dolphins flying through space into the minds of everyone around her, screaming that the new age of joy and wonder is at hand.

She doesn't want to hurt anybody, just to make them hold hands, sing songs about love and rainbows and forsake the



cruel world that oppresses them. If she wanted to do this in private, or on a commune off somewhere in the woods, it would be merely unwholesome, but the Unicorn will do it on crowded city streets at rush hour, tying up traffic and bringing out the SWAT teams.

She has a very vivid inner fantasy life and is a spectacular telepathic combatant, projecting huge halos, coronas and streams of butterflies everywhere around her, making her voice seem to thunder from the clouds. She will avoid causing anyone physical pain, and will rely on the strength of her telepathy to force them into submission. Her powers are strong enough to affect lots of people at once and so battles that involve the Unicorn usually have large numbers of innocent bystanders clogging up the field and getting in the way.

It may also give some heroes pause to beat the living daylights out of a fragile, wide-eyed young woman who genuinely doesn't want to hurt anyone. Then again, if they don't drag her off to jail the cops are likely to shoot the poor kid dead.

Her life story is unremarkable. Both her parents are moderately successful real estate brokers. They are both charming and weak, easily influenced by other people and painfully afraid of disapproval. Her father has an unconscious, low-level psychic ability to make people buy houses, but it's nothing on the same scale as the Unicorn. She grew up skinny and lonely, an only child, and has been reading people's thoughts for as long as she can remember.

Always desperate to please but achingly shy, she was an unpopular kid until high school, when her fragile, waif-like beauty became apparent. She could read minds better and better as her brain matured, and she didn't like what she saw there. Nonetheless, it was a good way to help get along.

Now she's in her first year of college, and a bad LSD experience has magnified her powers enormously. She can control minds as well as read them, and she can't shut out the torrent of negative feelings that people

radiate. The world is in agony, and it must stop hurting before it drives her insane.

Professor Purgatory found her while she was in the midst of causing a serious supervillain incident on a downtown street. She was holding hundreds of spectators entranced, jamming up rush hour traffic, on the verge of shutting the whole city down. It's a good thing he reached her before a police sniper had a chance to put a bullet in her poor addled brain.

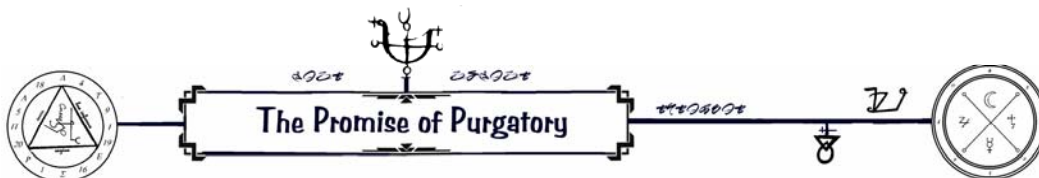
A loyal follower, she wants very much to believe in the Professor and his dream, but some part of her knows how wrong this is. She may very well switch sides and decide to help the PCs.

Personality and Demeanor: Shy, wispy, eager to be liked but kind of withdrawn, the Unicorn is a painfully, achingly sincere young lady. She wants everyone to feel happy, wants everyone to be nice, and she loses it completely when they aren't. Among her teammates that means screaming and fleeing to her room whenever there's a conflict. Out in the world, she can't resist the impulse to snuff out bad thoughts if she detects them. This makes her constantly get distracted on missions, much to Warpath's annoyance.

Everyone on the team walks on eggshells around the Unicorn, afraid that they'll upset her and send her into a fit. Only Wolf-Dog likes her.

After the Adventure: Dealing with the Unicorn once the adventure ends will pose some challenges. She still finds life unbearable and still wants to force everyone to think happy thoughts. If the PCs can convince her to just leave and find somewhere less populated to live, she will try to do it, but after a few months in the wilderness she will find to her horror that she can still faintly hear the cities crying out to her in pain, and that their voices are getting louder all the time. She will return to ease their suffering the only way she knows how—by forcing them.

If the PCs convince her to get therapy and take some kind of medication



that will suppress her superhuman abilities, she will try to comply with the program, but then find to her shock that she feels dead inside without her powers. To someone who has been able to read thoughts and feelings all her life, this is like being struck deaf or blind. She will lapse into a deep depression, stop taking her drugs and go publicly berserk once again.

If she is confined to an institution, she gets abused there and eventually escapes. Now she's angry and will no longer trust the PCs or any other authority figures. They told her she would be safe and people would take care of her in the hospital. Instead they hurt her!

Once the Unicorn has resurfaced a couple of times, she develops a disorganized cult-like following who will try to protect her and get in the PCs' way. Unscrupulous psychic villains may find out about her and try to exploit her for their own nefarious ends.

Perhaps the best solution to the Unicorn's problems is to find her a powerful psychic teacher who can help her use and control her gifts, in which case she may turn into a different kind of character altogether—perhaps even a superheroine. A Buddhist monastery might also provide her with a safe haven, particularly if it's geographically isolated. Getting them to accept a woman as a monk may prove difficult, however (depending on the tradition they follow) and it may even start to cause the kind of psychic disruptions in their community that could trigger another one of her mental collapses.

JOE POSTAL

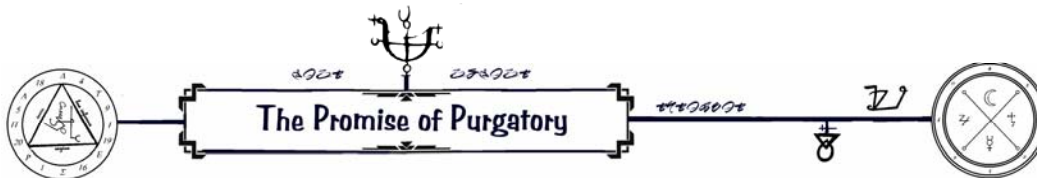


Real Name: Joseph Prinn

PL: 9

"I'm just a regular guy who decided he wasn't going to take it anymore. I mean, you see some jerk wearing socks with sandals and it makes you want to bash his brains out, just like most people would. But unlike most people, I'm actually doing something about it."

Str: 12 (+1) **Dex:** 12 (+1) **Con:** 14 (+2)
Int: 14 (+2) **Wis:** 16 (+3) **Cha:** 10 (+0)
Initiative: 1 **Attack Bonus:** 9 (with bat) 7
 with other attacks **Defense:** 7
Toughness Save: 11 (With Force Field)/ 2
 (Without) **Fortitude Save:** 4 **Reflexes**
Save: 5 **Willpower Save:** 6



Skills: Intimidate 9 (+9), Knowledge (civics) 5 (+6), Notice 6 (+9), Profession (angry postal worker) 4 (+5)

Feats: Attack Specialization (bat), Startle, Rage, Takedown Attack

Powers: Device: Eye of Rage and Splendour (Blast 11, Impervious Force Field 9 [Power Feat: Selective, can allow matter to pass through at will]; Immovable 5, Super Senses 4 [Danger Sense, Dark Vision, Detect Weird parahuman energy] Note that while the Eye isn't hard to take away from Joe, it is hard to spot, tucked in his mail bag, and therefore counts as a 4pt per level Device), Device: Bat (Deflect 10 [works on all ranged attacks; Extras: Reflect, Redirect] Strike 10; Power Feat: Restricted, can be used only by Joe himself) Note that if Joe loses either the bat or the Eye of Rage and Splendour, he can't use the bat's powers anymore.

Complications: Angry, obsessive-compulsive, explodes at the slightest provocation.

Background: A mean, repressed, tightly-wound little man, obsessively neat and tidy, seething with quiet rage. He worked as a letter carrier for the post office and found life unendurable. Within a few years of taking the job he began to maliciously hide mail, squirreling it away in his car. When they fired him and his wife took the kids away, it drove him around the bend. He probably would have killed his wife, children, himself and perhaps a few random people at some point, but fate intervened.

Joe accidentally walked in on a supervillain called the Hand of Pain and Glory in the act of robbing a bank. Seeking death, he hit the arch-criminal with his mail bag, still stuffed with undelivered letters, and knocked him unconscious. The source of the villain's power, the so-called "Eye of Rage and Splendor" rolled across the rug to the postman's feet.

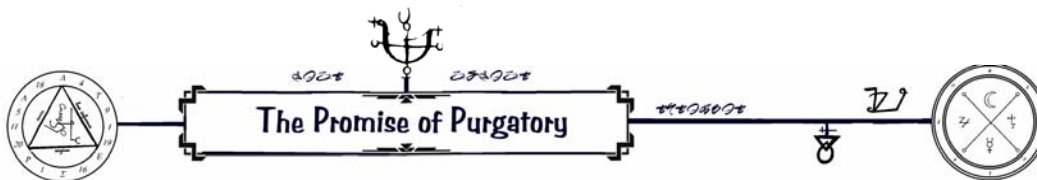
For a while Joe Postal wandered the city on foot, dressed in his uniform, with the Eye of Rage and Splendor in his mailbag, inflicting savage punishment on anyone who gave him the slightest grief or who is the

target of his many petty hatreds. Hispanics, convenience store owners who don't speak articulate English, kids with piercings, men with tie-dye shirts, jerks who played their radios too loud and fools who wore white shoes after Labor Day all felt his wrath. He genuinely hoped that someone will kill him before he had a chance to reach his wife's apartment, and do what he knew had to be done. Then Professor Purgatory appeared to him, and made him a better offer.

Personality and Demeanor: Sullen, spiteful, petty and negative, Joe Postal is bad company. Yet he loves Professor Purgatory, is absolutely in awe of the man and believes fervently in the Professor's quest. Joe has discovered an unexpected talent for being a suck-up when the Professor is around.

Even though Joe sometimes uses lethal force, and certainly intended to butcher his own wife and daughters, he's convinced that he's a good man, and will try hard not to injure anyone he thinks is an innocent. If he does it by accident, he'll be visibly shaken, but he'll blame the PCs. He might or might not keep hitting someone who tries to surrender, depending on how pitiable they look and how mad he is. He would not take hostages.

If Joe Postal becomes a recurrent villain, he will undergo periods of deep black depression where he doesn't show up for months, and then suddenly turn manic and start rampaging again.



ALTERNATE TEAM MEMBERS FOR THE MOTLEY CREW; PART TWO (THE HEAVY HITTERS)

DOCTOR SCORCH



Real Name: Seymour "Sparky" Sanders
PL: 12

"The world is on fire, the air's full of screams and the Doctor is in!"

Str: 12 (+1) **Dex:** 14 (+2) **Con:** 14 (+2)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 8 (-1)
Initiative: 2 **Attack Bonus:** 10

Defense: 10/6 Flatfooted
Toughness Save: 3 with armored costume/ 2 without costume **Fortitude Save:** 8 **Reflexes Save:** 7 **Willpower Save:** 3

Skills: Craft (chemical) 11 (+12), Escape Artist 9 (+11), Knowledge (tactics) 11 (+12), Notice 8 (+9), Stealth 9 (+11)

Feats: Distract, Dodge Focus 4, 5pts of Equipment, Evasion 2, Improved Aim, Improved Critical (with Blast power), Precise Shot

Powers: Blast of Flame 12 (Extras: Area, Selective; Power Feats: Alternate Power [Disintegration 6], Homing, Indirect, Precise), Deflect (All Ranged Attacks) 12, Element Control (Flame) 12, Fatigue 8

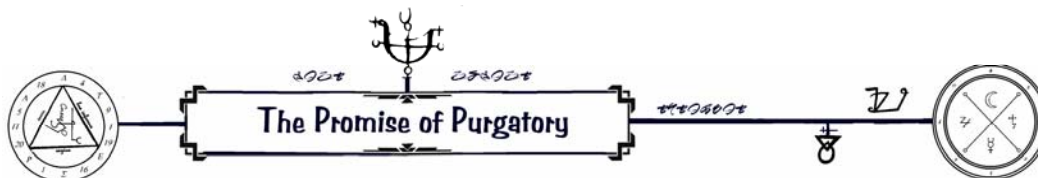
Equipment: 1 pt of armor (Costume), 4pts Sensory Protection Goggles (visual)

Complications: Compulsive pyromaniac

Background: He's not really a doctor, he's quick to say, just a creepy little pyromaniac with a bad case of attention deficit disorder. It is unusual to find a pyromaniac who has this much of a sense of humor about himself, but then again it's also unusual to find one who can set fires with his mind.

Doctor Scorch is a pyrokinetic—which perfectly suits his personality and hobbies. Unlike many people with his ability, he isn't immune to the effects of his own powers and is covered with small burn scars from various accidents.

Not exactly a career criminal, in that he makes no money from his crimes, Doctor Scorch burns things purely for the sheer twisted joy of it. His favorite targets include odd or eccentric looking historic buildings, big tacky fiberglass statues used to advertise stuff, and anything that looks like it would be really tough to burn. He's grown adept at seeing what a particular structure would look like on fire, and he's become quite a connoisseur.



Most pyromaniacs set fires to hurt and dominate people, but Doctor Scorch just likes watching things burn. He actually tries hard to keep people from getting hurt by his obsession. While he is excited by all the screams and running around that a fire produces, he gets no thrill from burning people. Alas, the nature of his obsession makes it difficult for him to keep from hurting innocents, and despite his best efforts he has caused more than one death over the years. If an orphanage is unlucky enough to be situated in a really beautiful old building, look out! He's aware of how bad his compulsions are, and that it would be better for everyone if he were locked up again. Yet he honestly can't control the urge to burn things. Nor can he really suppress the urge to be free, since he can't burn things when he's in custody. It is lucky for him that his powers are easy to suppress. Otherwise they would have lobotomized or killed him long ago. As it is, a simple combination of anti-hallucination drugs keeps his powers in check, although it also gives him the shakes and messes up his fine motor coordination. By now he has spent about two thirds of his life institutionalized. They made the mistake of releasing him only once, but he does have a disturbing tendency to get loose during the periodic mass prison breaks that super-prisons and mental asylums seem oddly prone to.

Personality and Demeanor: Rueful and self-deprecating, he is clearly ashamed of the stuff he does. His attention deficit disorder is always visible. Manic and excitable, he can never keep still, his hands and eyes are always moving and he makes big wide gestures as he speaks. A chronic fidget, instead of doodling or biting his nails, he sets things on fire. He wears a costume, not only because he needs as much protection from the heat as he can get, but because he finds it really exciting.

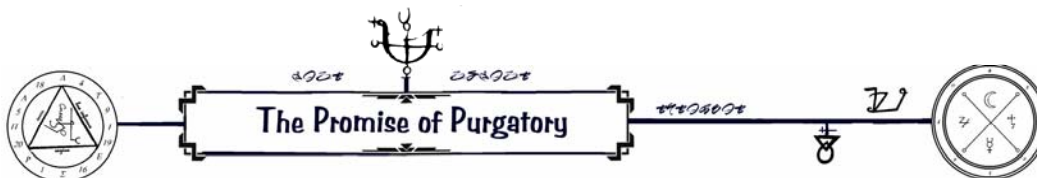
While he does want to be stopped, he won't go down without a fight. Doctor Scorch prefers not to hurt his opponents too badly, so instead of attacking them directly he will try to undermine whatever they are

standing on, drop burning trees on top of them and so forth. He is as adept at figuring out how a fire will behave as any fireman, and can launch indirect attacks with great precision. He won't directly take hostages, but if cornered he's not above setting a nearby building or vehicle on fire so that the PCs will have to leave him and go rescue whoever is inside.

Additional Plot Twist for Doctor Scorch:

Things can suddenly get a lot more complicated if Sparky Sanders ever remembers who he really is. In fact he's the living incarnation of the trickster-fire-god. The thing the ancient Norse called "Loki." He has a mother and a father here on earth, he was born, rather than falling from the sky, but he's Loki all the same. Professor Purgatory has not figured this out yet, but he senses that Sparky has some kind of hidden potential. If some other reincarnated Norse god ever recognizes him (and it's not certain they will—that's entirely up to the GM) then Sparky will suddenly become a PL 16 energy projector, with roughly the same powers that he has now jumped up to a higher level, and he will get a whole lot more ambitious. If the GM wants, Loki may be interested in things like ruling the world or blowing it up, but he's more likely to want revenge on any other surviving Norse deities. His personality won't change, although he'll get both craftier and more self-confident. He likes to burn things even more, but he's better at keeping the impulse under control. Professor Purgatory will find Loki's presence in his household completely intolerable—there's only enough room for one living godhead on his team. Loki will sense ahead of time that the Professor is sure to turn against him, and may suddenly switch sides and help the PCs. But can the Player Characters really bring themselves to accept assistance from the God of Evil?

If you would like to use this plot thread, but the god Loki already plays another role in your campaign, then Doctor Scorch is his son. He can still undergo a sudden leap in power and change in objectives once he figures this out, as above.



THE 50,000 VOLT PHANTOM



Real Name: Philbert Skutch
PL: 13

"You're crazy. You need shock treatment."

Str: 12 (+1) **Dex:** 14 (+2) **Con:** 18 (+4)
Int: 18 (+4) **Wis:** 16 (+3) **Cha:** 6 (-2)
Initiative: 2 **Attack Bonus:** 13
Defense: 7 **Toughness Save:** 4
Fortitude Save: 4 **Reflexes Save:** 4
Willpower Save: 5

Skills: Craft (electronics) 12 (+16), Disable Device 14 (+18), Knowledge (technology) 14 (+18)

Feats: Fearless

Powers: Deflect 13 (Energy Attacks; Extras: Action, Reflection, Redirection; Flaws: Only Works on Electrical Attacks), Electrical Control 13 (Extras: Area, Selective Attack; Power Feats: Alternate Powers [Auditory Dazzle, Visual Dazzle], Indirect), Flight 8, Nullify 15 (Electrical powers, electrically powered equipment and devices; Extras: Nullifying Field, Selective), Strike 13 (Extra: Aura), Super-Senses 2 (Detect Electromagnetism in a 360 degree radius)
Complications: Obsessive collector. Will do anything at all to pursue his all-consuming hobby.

Drawbacks: Hideously disfigured (very common, moderate) -4pts

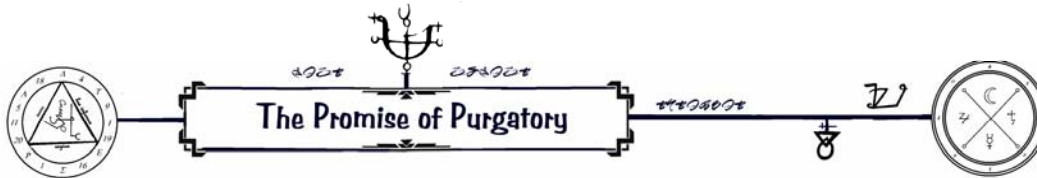
Background: A petty, obsessive, alienated control freak who commands the forces of the lightning. Imagine the worst, strangest, most angry and impossible ham radio enthusiast you've ever encountered. Now make him weirder, more obsessed with trivia and harder to deal with. Now give him the power to shoot lightning bolts out of his eyeballs. That's the 50,000 Volt Phantom.

An electrical engineer by training, Philbert Skutch was always a fiend for juice. He built electric chairs in his garage that would give him bigger and bigger non-lethal jolts of electricity, and one night he finally went too far, slamming himself with a pulse that should have killed five or six men. It felt like rapture. It felt like paradise.

As his soul hung there on the verge of the afterlife, the Gods of the Lightning came to him. They were impressed with his sacrifice and wanted to reward his devotion. He returned to his body, horribly burned but able to control electricity.

Badly disfigured by the accident that gave him his powers, Philbert blames his mutilated face for his inability to fit in with normal society. This is missing the big picture, to put it mildly, but then again the big picture has never been his strong suit. In fact anyone who gets to know him at all will find that his scorched face is the least of his unappealing features.

The 50,000 Volt Phantom pursues a weird collector's hobby, stealing relics of



Edison, Tesla, and the other pioneers of Electricity. His enemies tend to misunderstand the nature of his interest and assume that he's either searching for some kind of incredible lost scientific secrets, or that he somehow derives his powers from these objects, like a kind of electrical shaman. In fact he's just an obsessed fan. He loves their machines best of all, but he's just as likely to try stealing Edison's old coffee table or a pair of Alexander Graham Bell's socks.

When he isn't stealing things, he spends a lot of time on the internet discussing the history of electrical appliances and trading trivia with other obsessed collectors. Woe to the hapless nerd who insults him or contradicts him in this arena. He isn't above hunting them down in real life. Most of all he hates guys who claim to be the 50,000 Volt Phantom in order to intimidate other guys on the discussion boards.

Because of the high-profile targets he attacks, he's famous out of all proportion to the level of threat he actually presents. He is personally responsible for the Department of the Interior closing the Edison Lab National Historic Site, and relocating its collection elsewhere. The Alexander Graham Bell Museum in Nova Scotia waits nervously for his first assault. The papers revel in his exploits and paint him as a mad genius bent on who-knows-what kind of sinister electric mayhem. Whenever the PCs go up against him they should know in advance that this is an infamous arch-villain of the first rank (this helps build extra suspense). The truth is far sadder and shabbier, but then again isn't it always?

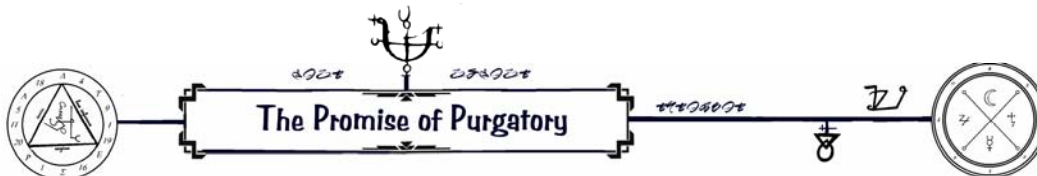
Personality and Demeanor: Extremely trying company, he knows all kinds of incredible things about electricity, but he won't stop talking about the subject and he'll get dangerously agitated if he senses even the faintest disagreement. Constantly correcting people, he'll never let up on someone if he thinks they're wrong. Even if they admit that he was right, he'll keep

berating them about it and may become violent.

While he's not especially interested in hurting people, he can become incredibly vindictive over tiny matters. Philbert never really tries to hit anyone with lethal force, he just wants to punish them or get them out of his way. However, he also doesn't care very much if they die.

He won't torture people for information and it won't occur to him to take hostages. Apart from this, he has no limits. He'll hit people who are weaker than he is without hesitation, he'll hit targets in the back, he'll hit opponents who are already trying to surrender, if he's annoyed with them.

When he attacks a site, his first move is almost always to shut down its electrical power and plunge it into darkness. He knows an amazing amount about electrical engineering and has an encyclopedic knowledge of the function and stress tolerances of most electronic components, which makes it easy for him to use his powers to cause whatever kind of blackout his plan requires.



THE HAND OF PAIN AND GLORY



Real Name: Delton Munce (previously Russell Wayne Boone, and before that Tyler Strang)

PL: 14

"God loves you. But He wants you to die."

Str: 14 (+2) **Dex:** 12 (+1) **Con:** 16 (+3)

Int: 10 (+0) **Wis:** 16 (+3) **Cha:** 16 (+3)

Initiative: 2 **Attack Bonus:** 13

Defense: 14 **Toughness Save:** 14 with Force Field, 3 without **Fortitude Save:** 8

Reflexes Save: 8 **Willpower Save:** 6

Skills: Knowledge (theology and philosophy) 4 (+4), Intimidate 10 (+13), Notice 4 (+7), Performance (Frenzied Sermon) 6 (+9)

Feats: Move-By Action, Power Attack, Sneak Attack, Startle

Powers: Device 36 (Eye of Rage and Splendour, conveys the following powers: Blast 15 [Extras: Area, Selective], ESP 10 [Visual and Auditory], Flight 10, Force Field 14 [Extras: Impervious, Selective], Dazzle [Visual] 15, Immunity 9 [Life Support], Mind Shield 10, Sensory Protection 5, Super-Senses 3 [Danger Sense, Darkvision])

Complications: Religious maniac, zealous beyond reason

Background: In the summer of the year 1996, the world watched in horror as a supervillain attacked the Olympic Games in Atlanta, killing dozens of spectators before being driven off by the combined efforts of a superhero group and three members of the Turkish Olympic weightlifting team. The so-called "Hand of Pain and Glory" vanished in the aftermath of the attacks, and one of the largest manhunts in American history has still failed to find him, ten years later. There was speculation that he might have sought refuge with a white supremacist gang or other anti-internationalist group somewhere in the Pacific Northwest, but no such link was ever proved.

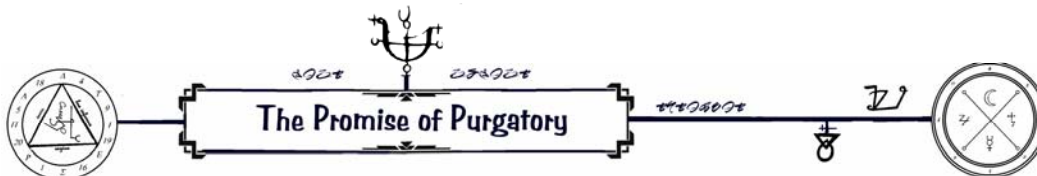
His motives for attacking the games remain mysterious. The remarks he made at the scene didn't reveal any kind of political agenda—he was just raving about how powerful he was and how wonderful it is to feel anguish and pain.

DNA samples taken at the scene of the crime don't match anyone in the federal government's files, so whoever he is, he hasn't been arrested in the last ten years and may not have any criminal record at all. To add to the government's annoyance, he has resurfaced no less than eight times since his disappearance. Each time he robs a bank and vanishes again. There is no geographic pattern to these attacks. He has hit banks everywhere from Glendale Arizona to Portland Maine to suburban Chicago.

The truth about the Hand of Pain and Glory is much stranger than the authorities suspect. Here's the real, untold story.

His powers derive from an artifact called "The Eye of Rage and Splendor," which he carries in his fist. It's a little like a gemstone, although its lines meet at impossible, brain-punishing angles and it pulses with a dull red light.

In 1995 the Hand of Pain and Glory was discovered by a member of an Idaho militia called the Lord's Invisible Army. His name was Tyler Strang. He didn't say where or how he had discovered the Eye and no one else ever found out. Strang was a crazy hermit, a secretive man by nature, and the group's leaders had only the most tenuous control over his actions. He attacked the 1996 Olympics in an effort to impress them, only to be betrayed and murdered in his sleep by the



Invisible Army's second in command, a career felon named Russell Wayne Boone. Boone took the Eye of Rage and Splendor for himself, and set off on an interstate crime spree, robbing banks and preaching revolution as he went. He attracted a small, mad cult following and one of them was a religious maniac named Delton Munce, who eventually decided that Boone was too corrupt to be allowed to hold the Eye of Rage and Splendor, and killed him for it.

Munce thinks he is the personal agent of the Lord, the Hand of Armageddon. As his first act of divine vengeance, he attacked an abortion clinic outside of Des Moines and burnt it to the ground, killing everyone inside. Professor Purgatory was impressed, and recruited him at once.

He doesn't get along well with the rest of the team. The 50,000 Volt Phantom doesn't believe in his loopy religious vision--he's communicated directly with some of the primal forces of the Universe and they looked nothing like Jehovah. Dr. Scorch is a get-along kind of guy who doesn't like confronting other people, but even he finds the Hand's constant ranting tiresome. It also disrupts his own fragile mental equilibrium, making him more apt to set fires.

Delton Munce's personal background is sad but unremarkable. He lived with his mother on a small farm in Iowa until the age of thirty. He had no friends but his mother. She beat him savagely on a daily basis, she quoted scripture rather than speaking to him directly, but she was all he had. Then she died.

Delton couldn't pay the mortgage, lost the house and had to go out on the road. He had been a hard-core Christian zealot all his life, but wasn't a member of any organized church (his mom had been thrown out of the local chapter of the Church of God in Christ for being too loud and argumentative) so he had no support network. His community did nothing to save him--everyone had always despised him as a misfit and a nerd.

Homeless and half crazy, he fell in with a gang of crank-dealing white supremacist thugs who abused him and pushed him around. He became their mascot, their gofer and the butt of their cruelty. They would no doubt have killed him eventually, but

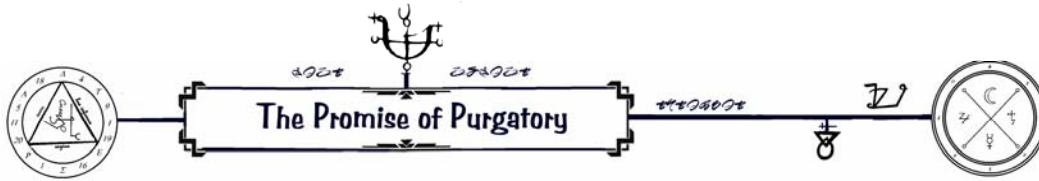
instead fate dealt him a different hand. The Hand of Pain and Glory sought refuge with the gang one evening and Delton fell in love. He tagged along with the Hand as his boy sidekick for a few weeks, then sawed his throat open while he slept and took the Eye of Rage and Splendor for himself. He intends to use it to burn all the unbelievers and Zionists to death--or at least he did until Professor Purgatory appeared to him and offered him something more interesting.

Personality and Demeanor: A crazy, unpredictable loose cannon, the Hand of Pain and Glory is an undisciplined opponent, but a savage one. He doesn't take orders well and he has little sense of strategy. He would never knowingly harm an innocent, but his powers aren't well adapted for keeping them safe. If he thinks someone is wicked or ungodly, he's capable of doing just about anything to them.

Delton is used to knuckling under to authority, so the awe he feels for Professor Purgatory has kept him from getting into any religious debates with him, yet. He will do anything the Professor tells him to without question. He doesn't like the 50,000 Volt Phantom, but won't attack him unless the Professor says it's okay.

[GM's Note on the Hand of Pain and Glory: This is a different version of the Hand of Pain and Glory than the one who appears in the book "13 Shades of Darkness." You should feel free to use either one in your campaign. As you can see, the Eye of Rage and Splendor has a way of getting passed from hand to hand. The Eye affects everyone differently, gives them all subtly different powers, but it always erodes their sanity and feeds their darkest impulses.

Obviously, if you are using Joe Postal as a member of the Motley Crew, it doesn't make sense to put the Hand of Pain and Glory on the team, too, since only one of them can be in possession of the Eye at any one time.]



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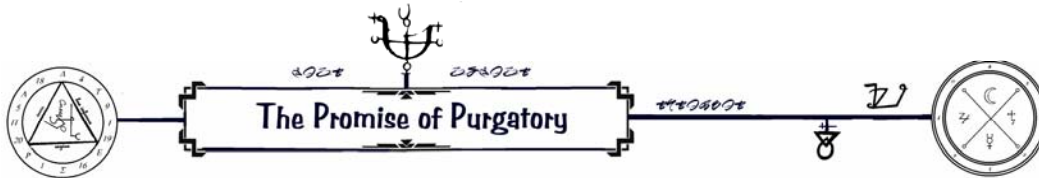
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